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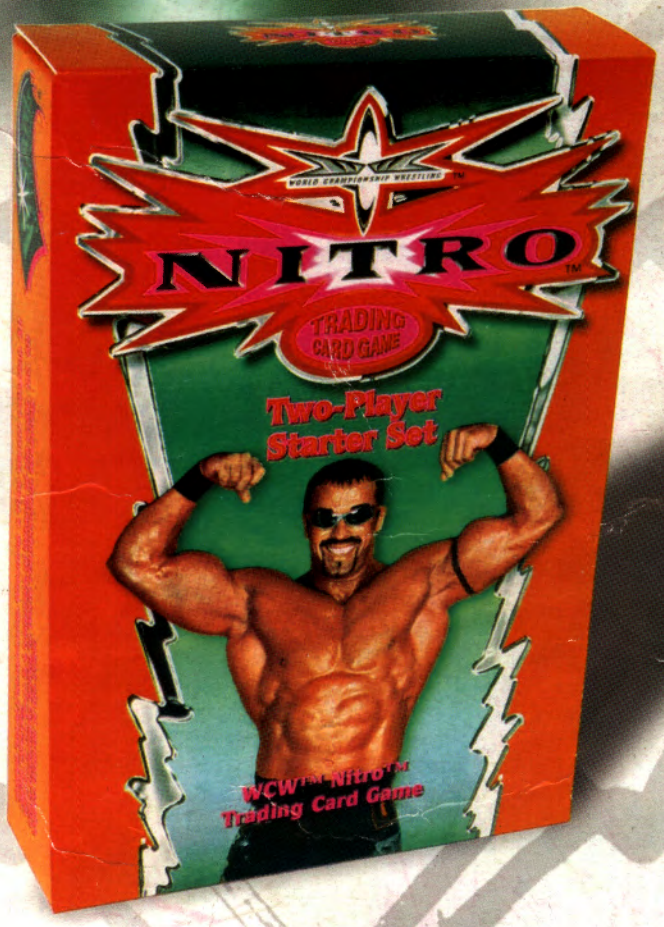

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GamesMaster

would like to extend its deepest sympathies to the Croft family following the tragic death of Lara. She will be sadly missed....

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FIRST REVIEW OF TOMB RAIDER CHRONICLES IN ISSUE 101 OF GAMESMASTER.

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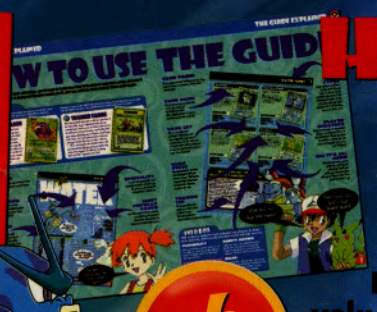

HOW TO USE...

Want to find out about Pokémon Prices, Battle Ratings and Rarity values? Well, here's all you need to know (and more)!

P6

HOW TO PLAY...

Are you all work and no play? Then rest your weary legs here. It's the basics of the Trading Card game, explained! Plus, we've been round to Professor Oak's house for dinner and he's cooked up some delicious dream decks. Bon appetite!

P8

TRADING GUIDE

P68

Is your card collection one short of a Cubone? Then whether you're a collector or player, this is the place to come! Let our experts help you track down that last elusive Pokémon. You've nearly got 'em all!

NEO CARDS

We're turning Japanese! And with good reason. Get ready for the launch of 100 new cards and the introduction of Dark and Steel Pokémon with our amazing feature, So Neo And Yet So Far.

P94

CARD INDEX

Just as every Jesse needs her James, every Trainer needs their Pokédex, and this magazine's no exception! Using the latest alphabet technology you can, er, search the mag for your fave Pokémon cards!

P98

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CARD TYPES

GRASS CARDS — Go green! And get the lowdown on everyone from Bulbasaur to Weezing... p17

FIRE CARDS — Ouch! This is where to look for all the info on Charmander and his fiery chums! Hot stuff. p29

WATER TYPES — We've covered everyone from Blastoise to Poliwag... It's all going swimmingly! p35

FIGHTING CARDS — Yes! It's the A-Z of Fighting Types! Come on! p45

PSYCHIC CARDS — Are you Psychic? Here's all the stats for Kadabra and co. p53

LIGHTNING CARDS — Buzzzz! Yep, it's Pikachu and pals! p61

COLOURLESS p71

TRAINER CARDS p83

TAKE A BOW...

Art

Art Editor . . . . . Carra Toms
Designer . . . . . Alison Turner

Editorial

Production Editor . . . . Scott Anthony
Staff Writer . . . . . Rick Moulton

Thanks
Emma Parkinson, Sean Atkins, Imagine Media Inc

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Fax (editorial) 01225 732275
Fax (advertising) 01225 732282
Email www.thefuturenetwork.plc.uk

Deputy Advertising Manager . . . . . Ian Jones
International licensing enquiries Chris Power
Tel +44 1225 442244 **Fax** 01225 446019
Email . . . . . cpower@futurenet.co.uk
Group Production Manager . . . . Judith Green
Production Manager . . . . . Rose Rudd
Senior Production Co-ordinator . . Kirsty Bell
Production Co-ordinator . . Katherine Pigott
Print Services Co-ordinator . Rebecca Stables
Print Services Manager . . . . Matthew Parker
Marketing Product Manager . . . . Beth Hardy
PR & Publicity . . . . . Bronwyn Stubbs
Publisher . . . . . Nick Stevens

Group Publisher . . . . . Rob Price
Managing Director . . . . . Mike Frey
Chairman . . . . . Chris Anderson
Chief Executive . . . . . Greg Ingham
Finance Director . . . . . Ian Linkins

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HOW TO USE

To get the most out of your card collection, you'll need to learn how this info-packed magazine works. But don't panic, it's so easy that even a dopey old Slowbro could use it. Are you sitting comfortably? Then we'll begin.

THE CARDS

The bulk of this mag is taken up with detailed descriptions of all the cards currently available in Britain, alongside a picture of the glossy, papery Pokémon thing itself. We'll also advise you how to get the best out of each card in battle and give you a guide to how much each card is worth.

POKÉMON CARDS

All the cards (including the new ones from Team Rocket) have been divided by their Energy types (Grass, Fire, Water etc) and are presented in their Pokédex order. If you don't know a Pokémon's number, you can easily locate a card by simply looking it up in the alphabetical index on page 98. The cards are also presented in the order they were released. So if a Pokémon appears in a number of different sets we'll show you the Base Set version first, then the Jungle, Fossil, Team Rocket and finally Promo versions. Got all that?

TRAINER CARDS

These handy dandy help cards are laid out separately at the back of the mag, in alphabetical order. As you probably know, clever use of the Trainer cards can be the difference between becoming a top Trading Card game player and being merely adequete. Accordingly, each Trainer card description is packed with more strategys and tips then you can shake a stick at.

We've not forgotten the collectors either, and you'll find all the info you need to get hold of the elusive little beggars! We think of everything, don't we? (Your supposed to say, Yes!)

INTRO PAGES

Each Energy section begins with one of these intro pages – it'll tell you everything you need to know about the particular power.

INTRODUCTION

All of the intro pages provide a brief overview of the card type, explaining how the quirks of the Game Boy games were converted to the Trading cards.

EVOLUTION CHART

We also provide you with each elements Pokémon family tree. It shows all the stages and possible Evolutions of a Pokémon's life. How very Discovery Channel!

STRONG AGAINST

A breakdown of the types of cards this element is strongest against. Use this info to exploit your rivals Weaknesses.

SPECIALITY

A cool and potentially bout winning speciality of this type of card revealed! No, it's alright! Don't thank us...

MOST POPULAR CARDS

Just like peanut butter sarnies, we all have our personal favourites. Here's the top Pokémon cards in this series.

THE GUIDE

CARD PAGES

These pages are the backbone of the mag, so here's how to translate all the fact-packed info.

CARD NAME

Go on, have a guess what this is! It's the name of the Pokémon card, silly. Simple pimple. If you're stuck here you're in trouble!

CARD SET

The set to which the particular Pokémon card was originally released is written here. If the card was a Promo, that will be indicated in the top right hand corner as well. Pay attention!

CARD STATS

The technical bit. Includes the Pokémon's HP (not brown sauce – Hit Points, dummy) the Pokémon's level and its Pokédex number. Hurrah!

TRAINER TIP

Strategy advice for playing certain cards in that section. Recommended for intermediate to advanced players.

CARD TYPES

Each section is indicated by the card's Energy type, as shown by the symbol in the corner. The background colour of the page also tells you what element it is (red for Fire, green for Grass etc).

PLAYER STRATEGY

Each card includes a description of how the Pokémon fares on the battlefield. This is the place to look for tactical tips and ways to bring the best out of your Pokémon

HAI IT'S ALL MINE!

Tick this box when you've added the card to your collection. You'll soon make your friends green with envy. There's only a few hundred more to go!

INFO BOX

This section is useful for both collectors and players. It shows how much the card is worth, plus how useful and how rare it is.

PLAYABILITY

We've graded how useful a card is to you in a fight by use of one of the following terms: Excellent, Good, Average, Below Average and Poor.

RARITY RATING

There are four types: Holofoil (and thus Rare), Rare, Uncommon and Common. Promo cards (given away at events like *Pokémon: The First Movie*) are usually Rare.

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.15

VALUE

Ker-ching! This is the average price (at the time of going to press) you would expect to pay for the card from a dealer or shop. Remember that prices vary though...

Prof Oak's

PLAY YOUR CARDS RIGHT!

A Beginner's Guide to the Pokémon Trading Card Game

Whether you're a card master or a real beginner, it's worth taking a while to familiarise yourself with the rules of the game. How else will you recognise when your opponent's cheating?!

GETTING STARTED

Both players start the game with a deck of 60 cards each. A deck could be made up of cards you've collected or a pre-constructed theme deck that you buy in the shops.

Next, you should both shuffle your decks (so that nobody cheats by putting their best cards on top) pick seven cards for your 'hand' and six for the prizes. Next, lay out the cards according to the diagram on page 38.

IT'S GAME TIME

To begin, you must have a Basic Pokémon in your hand (Bulbasaur, Diglett, etc) that you can place in the Active position. Start your turn by drawing a card, then you can do one of the following things:

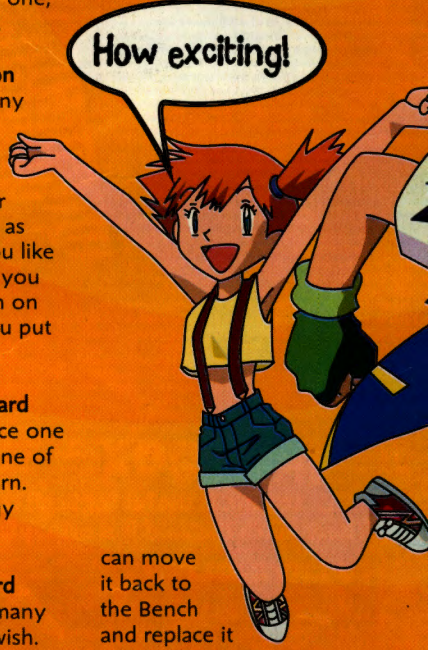
A Play a Pokémon
You can have up to six Pokémon in play at any time. One of these is your Active card, the rest are your Bench. Only Active Pokémon can battle. Pokémon on the Bench can charge up their attacks by having Energy cards placed on them. Once charged, they're ready to replace a knocked-out Active Pokémon or to switch places with an injured one, whichever is relevant.

B Evolve a Pokémon
You can Evolve any Active or Benched Pokémon, as long as you have the correct Evolution card in your hand. You can Evolve as many Pokémon as you like in each turn, too. But you can't Evolve Pokémon on the same turn that you put them into play.

C Play an Energy Card
You can only place one Energy card on any one of your Pokémon per turn. Pokémon need Energy cards to attack.

D Play a Trainer Card
You can play as many Trainer cards as you wish. Just follow the instructions printed on the card.

E Retreat
If your Active Pokémon is feeling a bit poorly, you can move it back to the Bench and replace it with a Benched Pokémon. But you may be penalised Energy cards for this. See the Retreat Cost (which is printed on the bottom right corner of the



Turn Over..... And Get Stuck Into Our Game Guide!

card) to see what it'll take to run away.

AAATTAACK!!

After you've placed an Energy Card, played as many Trainer cards as you wish, added a Pokémon to your Bench or Evolved some of your Pokémon – it's time to fight. Providing you have the required energy to make the move (the amount of energy you need to attack is shown on the card), you'll inflict Damage on your rival. The amount of Damage the attack inflicts is shown in bold on the card.

Some Pokémon have a weakness to certain other types of Pokémon, and will incur double Damage if attacked by that type. (For instance, Fire Pokémon are weak against Water. Easy, eh?) Think of a fight as a version of the Scissors, Paper, Stone game. Some Pokémon also have Resistance to certain attack types, meaning the Damage is reduced by 30 points.

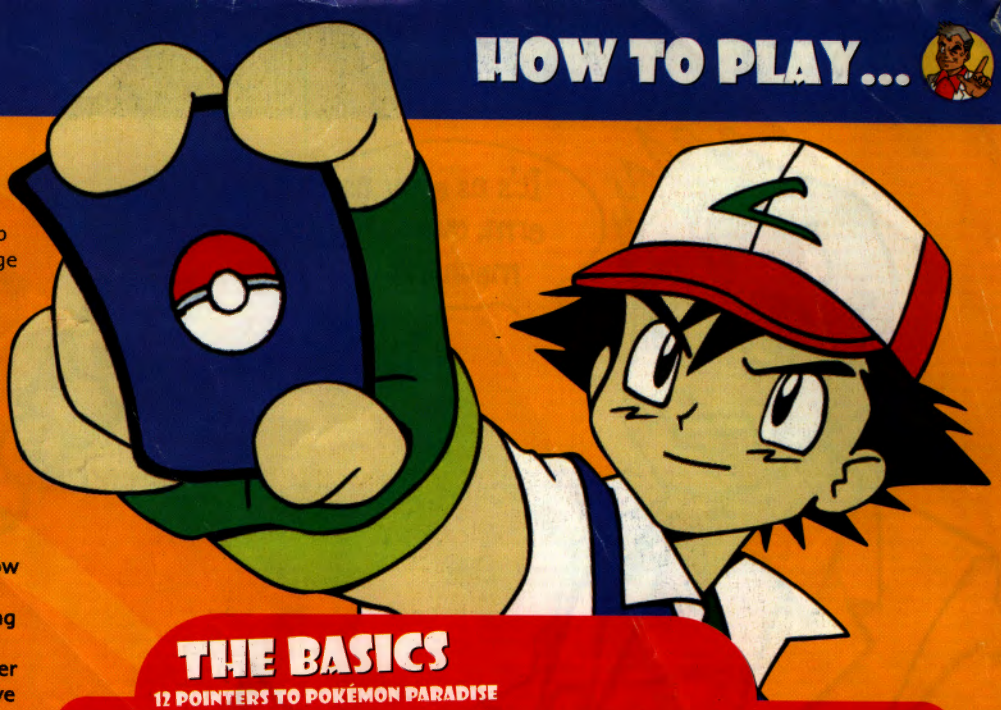
BE A WINNER

Use the Damage counters you get with Theme Decks (or use little bits of paper) to keep track of how much Damage each Pokémon has taken.

When the total equals or exceeds the Pokémon's HP, as shown on the card, that Pokémon is knocked out. Now you can take one of the cards from your prize pile. Get all six prizes and you've won! Excellent!

That's all you need to know to get you started. But while the Pokémon Trading Card game isn't quite as complicated as lots of other card games you might have tried, don't let the simple rules fool you. There's still a lot to learn. The best players spend a lot of time looking for new ways to get the most out of their decks. You need more than good cards to win a match – you need skill. That's where we come in.

Over the following pages we'll set about building our dream decks, take a closer look at all the types of Pokémon cards and give you all the advice you'll need to become a true champion. Hurrah!



THE BASICS

12 POINTERS TO POKÉMON PARADISE

- **Both players need a deck of 60 cards; which include Pokémon, Energy and Trainer cards**
- **To win a Pokémon bout, you'll need to knock out six of your opponent's Pokémon. Grrr!**
- **You start a game of Pokémon Trading Cards by randomly drawing a hand of seven cards plus six cards that you lay face-down and use as the Prizes. Place one Basic Pokémon in your Active position and up to five Pokémon on your Bench.**
- **You begin each new turn by drawing a card from your deck. It pays to remember that, oh yes.**
- **On your turn, you may play one or more Pokémon, Evolve one or more Pokémon, Retreat your Active Pokémon, play an Energy Card, play one or more Trainer cards, and Attack.**
- **You can never have any more than five Pokémon on your Bench at any given time. So don't even try it.**
- **You can't Evolve a Pokémon on the same turn that you put it into play and you can't Evolve a Pokémon more than once in a turn.**
- **Once attached to a Pokémon, Energy cannot be moved to another card. You can only play one Energy card per turn.**
- **Attacking is always the last thing you do when making a turn (and you can only attack if you have the Energy to do it). Your Active Pokémon can only attack your opponent's Active Pokémon.**
- **If a Pokémon is attacked by a Pokémon of a type that it has a weakness to (such as Water on Fire) your Pokémon takes double the Damage. Exploit your opponent's weaknesses ruthlessly.**
- **If the defending Pokémon has a Resistance to the attacker's type, subtract 30 points from the Damage .**
- **Don't forget to keep track of how much Damage each Pokémon has taken by placing the cardboard damage counters on the card. When a Pokémon takes Damage that equals or exceeds its HP, it is knocked out. The attacking player then takes one of their prizes into their hand. Win all six prizes to claim the game! Easy!**

Your Opponent's Discard Pile

Your Opponent's Deck

Your Active Position

Your Hand

Counters

Your Deck

Your Bench

Discard Pile

WHAT IT ALL MEANS!

PRIZES

Six cards are drawn at the beginning of play and placed face-down to act as prizes.

ACTIVE POSITION

Your Active Pokémon are put into battle here.

YOUR BENCH

You can keep up to five Pokémon on your Bench to back-up your Active Pokémon.

YOUR DECK

Your deck of cards, which includes Pokémon, Trainer and Energy cards.

DISCARD PILE

Cards that have been removed from play are placed here.

TRICK-TIONARY

YOUR GUIDE TO ALL THE WEIRD TERMS YOU'LL COME ACROSS IN THE WACKY WORLD OF POKÉMON CARDS!

ACTIVE POKEMON: This is the card you choose to battle with. Place it in the Active position on the playing area.

ATTACK: The fighting moves that a Pokémon can make. Most attacks usually need Energy cards to work. A Pokémon's attacks are always listed on the card.

BENCH: Like football, this is where your Pokémon wait until they are called into action. Up to five can be placed here.

DAMAGE COUNTERS: Each circular cardboard counter represents 10 points of Damage. Place the counters on the cards to show the amount of Damage a Pokémon has taken.

DECK: Your pack of cards. Each new turn, take a fresh card from the top of your deck, which lies face-down on the table.

ENERGY: Your Pokémon are useless without Energy cards attached to them. There are six types of Basic Energy, each corresponding to a type of Pokémon. A seventh Pokémon type, Colourless, can use any type of Energy.

EVOLUTION: Some Pokémon can Evolve and become more powerful. You can Evolve a Basic Pokémon on your Bench or in the Active position only if you have the card for the next stage of their evolution in your hand.

HAND: When you take a new card each round, they are held in your sweaty mitts. From here you can choose which Pokémon to put on your Bench, where you want to lay your Energy, Trainer or Evolution cards. All without your opponent seeing what you've got up your sleeve!

POKEMON POWER: This isn't a normal attack. Some Pokémon have powers that you can use even if they're Benched or don't have any Energy cards! These powers enable you to use your Bench to back up your Active Pokémon.

PRIZES: Sadly, you can't take your opponent's cards when you win. Instead, every time you knock out one of your rival's Pokémon, take a card from your prize pile into your hand. Get all six and you've won!

RESISTANCE: Some Pokémon have in-built protection against certain other types. For example, if you use a Psychic attack on a Pokémon with Resistance to Psychic power, the Damage will be reduced by 30 points.

RETREAT COST: If you're Pokémon is doing badly, you can retreat to the Bench, but it will usually cost a certain amount of Energy cards. Each card shows it's particular Retreat Cost in the bottom right corner.

TRAINER CARD: This type of card won't do any Damage but is used to support your Pokémon in many useful ways. You can use as many as you hold in your hand on each turn, but they must be discarded afterwards.

DISCARD: Don't literally throw them in the bin. Just put used cards and knocked out Pokémon to one side on the discard pile.

WEAKNESS: Just as some Pokémon have Resistance against certain types, others are weak. For instance, a Pokémon with a weakness to Fighting types takes double Damage when attacked by a Fighting Pokémon.

LEARN THE LINGO AND YOU'LL GO FAR M' OLD CHINA, FAIL AND YOU'LL END UP ON THE ROAD TO POKÉ-NOWHERE. BOO HOO!

Turn Over..... And Get Cooking With Our Dream Decks!

THE CARDS:

If you are the General, the cards are your troops – so get to know them well. Each player must have a deck of 60 cards to play with. If you haven't got enough, or none at all, you have two options: buy preconstructed decks or collect cards to build a deck of your own.
There are three types of cards available: Pokémon, Trainer and Energy.
Here's the lowdown on them all.

POKÉMON CARDS

Each Pokémon card consists of several very important elements. Let's have a look at what makes 'em tick!

HIT POINTS

Shows how many Hit Points your Pokémon has. When these are all used up, it faints, and is moved to the Discard Pile, along with any Energy cards attached to it.

TYPE

Shows what elemental type of Pokémon it is. There are seven possible types – Lightning, Grass, Fire, Fighting, Water, Psychic and Colourless.

SET TYPE

A symbol here shows which expansion set the card belongs to. In this case, Jungle.

RETREAT COST

This is the cost, in Energy cards, required to retire your Pokémon from the Active position to the Bench. The Energy cards are then placed in the discard pile, removing it from play.

NUMBER & RARITY

This shows which number your Pokémon is, and how rare it is. A circle means common, a diamond means uncommon, a star means rare, and a star with the letter 'H' denotes a rare Holofoil card.

SKILLS

These are the Pokémon's skills. Also detailed are the number of Energy cards required to use the skill, a short description (with special rules, if necessary) and the amount of damage it does.

WEAKNESS

If a symbol appears here, your Pokémon takes double damage from an attack coming from that type of Pokémon. In this case, Pikachu takes double damage from Fighting-type Pokémon. Pay close attention to your cards' weaknesses as they are seldom predictable or logical.

RESISTANCE

If a symbol appears here, your Pokémon takes 30 less damage when attacked by Pokémon of that symbol type.

BASIC ENERGY CARDS

There are two varieties of Energy card: Basic and Special Energy. But Specials are harder to find than a needle in a stack of needles.

GRASS FIRE WATER LIGHTNING PSYCHIC

There are six kinds of Basic Energy in the game. Your Pokémon must be powered up with Energy of specific kinds before they use an attack. Most decks only have one or two kinds of Energy in them.

A CLOSER LOOK

TRAINER CARDS

These cards have a wide variety of effects and are used to give you or your opponent the upper hand during gameplay

TRAINER CARD NAME

Now, what do you think the Trainer Card name is, hmmm? Well, bizarrely, it's the name of the Trainer Card. What were the chances of that, eh?

EDITION NUMBER

Like books, Pokémon cards are printed in a number of editions. First editions are worth more than reprints.

CARD RULES

Explains how the card affects gameplay. Follow these instructions and discard the card after usage.

CARD SET TYPE

A symbol here shows which of the expansion sets the card belongs to. In this case, the card belongs to the Team Rocket set.

SPECIAL ENERGY CARDS

There are only four kinds of Special Energy available: Double colourless, Rainbow, Full Heal and Potion. All are Rare and extremely useful. They'll get you out of trouble in a flash.

DOUBLE COLOURLESS ENERGY (BASE SET)

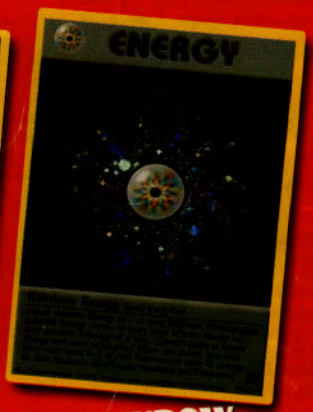
This isn't a Basic Energy card, so you can only have a maximum of four of these cards in your deck. However, if you're playing with Colourless Pokémon, this is an extremely useful card to have.

POTION ENERGY (TEAM ROCKET)

This is a cool card with a useful effect, but only use the Potion Energy card if you're sure the Colourless Energy will be useful. Getting back 10HP is nice but at all costs avoid an Energy drought. They're a real drag.

FULL HEAL ENERGY (TEAM ROCKET)

This is better than a Full Heal card, because it also acts as Energy. With this card in your hand, the only time you need to bother with the Full Heal Trainer Card is if you already have four Full Heal Energy cards in your deck.



RAINBOW ENERGY (TEAM ROCKET)

If you're trying to use three or more kinds of Energy, you'd be daft not to include four Rainbow Energy Cards. This card not only makes a three-colour deck possible, it makes one desirable. And for that we're thankful.

FIGHTING

A good old Energy card in all its glory.

Turn Over to see..... Dream Decks by the Dozen!

COOKI FOR

Right. You've wetted your appetite for the game by reading over all the rules and then drooled over our introduction to the cards themselves, now it's time to eat! Yes! Get our handy hints, tasty tips and delicious dream decks down 'ya neck! Over the next three pages you'll find out all you need to make your Pokémon deck indestructible (well, near as!)

WEIGHING IN

A deck is made up of Pokémon, Energy and Trainer cards. A good formula for creating a well-balanced 60-card deck is: 25 Pokémon to 25 Energy and 10 Trainer cards. If this varies either way by more than five cards, you run the risk of running out of one of the elements during a game. However, if you're playing a trick deck, then this formula doesn't apply.

When it comes to Energy, it's best to have a deck that only consists of two or three types. Any less and you'll find that you don't have the right Pokémon to pit against a certain enemy. Too many and it's hard to get enough of the Energy cards you need to fuel your Pokémon.

SUGAR 'N' SPICE

Make sure you have enough Pokémon of different types to counteract any weaknesses. For instance, if your main fighters are Lightning types, you'll naturally be vulnerable to Fighting types. So use Psychic/Grass types (who are strong against Fighting types) to compensate for your Lightning type's weakness. And make sure if your main guys are Grass types (who are weak against Fire) that you have some Water types in your bench to dowse the flames!

MAKE PASTRY

If you're using two or more types of Energy in your deck, it's a good idea to include some Colourless Pokémon. With Colourless attacks, you can use whatever Energy cards you end up with. However, when you need a specific kind of energy, you can get stuck if you draw the wrong kind.

THREE KILOS

Make sure you look at the energy cost of your Pokémon's attacks. You should try to have a good range of costs. Make sure that at least half your Pokémon's attacks can be used with only one or two Energy cards. If not, you'll be vulnerable while you wait around for the cards that you need to attack.

GAS MARK FIVE

If you've built a good deck, you'll have a tasty assortment of weaknesses and resistances to play with. However, watch which Pokémon you put into play and maintain a balance of weaknesses and resistances on the battlefield. Keeping on your toes will allow you to get a strong Pokémon into action against anything your opponent plays.

LIGHTLY BROWNED

You'll always be in a rush to get the right Evolution card in your hand. Once you do, resist the urge to play it right away. The card will be a lifesaver in battles that leave your Pokémon's life hanging in the balance.

Plus, Evolution cures conditions like Confusion, Paralysis, Poison and Sleep. But remember that an Evolved Pokémon is a target. Keep your Pokémon on the Bench as basic beasties until you've built up enough power for its Evolved incarnation to work with.

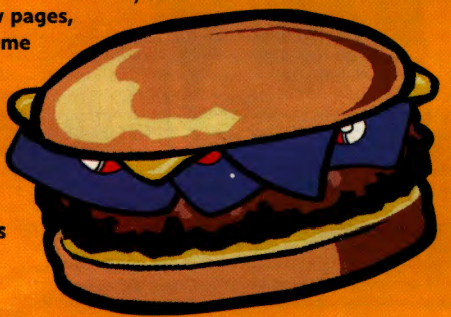
IN SEASON

Don't put Pokémon with a high Retreat Cost into play on your Bench unless you have a Switch Trainer card. An opponent with a Gust of Wind Trainer Card could force your Pokémon into the Active position, which is bad news if they're not ready to fight.

For example, Zapdos has a Retreat Cost of three and attacks that cost four Energy. Without a Switch card to pull him back, he can be Gusted and taken out before you've have chance to build up enough Energy to power his attacks. And you don't want that to happen, do you? No.

POKÉMON IN PIES!

Preconstructed theme decks are perfect for beginners but if you've reached the stage where you want more power, it's time to make your own.
Over the next few pages, we'll show you some succulent deck recipes with which to beat the pants off the opposition.
There's really no time to delay, let's get cooking!



KANGASKHAN CASSEROLE

Ingredients:

- 4 Kangaskhan Pokémon Cards
- 4 Bill Trainer Cards
- 2 Computer Search Trainer Cards
- 4 Defender Trainer Cards
- 2 Energy Search Trainer Cards
- 2 Full Heal
- 4 Imposter Oak's Revenge Trainer Cards
- 2 Item Finder Trainer Cards
- 4 Potion Trainer Cards
- 2 Professor Oak Trainer Cards
- 2 Super Potion Trainer Cards
- 20 Grass Energy Cards
- 4 Double Colourless Energy Cards
- 2 Full Heal Energy Cards
- 2 Potion Energy Cards

Method:

This is an extremely simple trick deck designed to get a specific Pokémon into play right away. We chose Kangaskhan because he's extremely powerful and he can use Colourless Energy, which is important because he can take advantage of the Double Colourless Energy cards that will get him powered up in a flash. When you start the game, you'll

NG UP A CONTEST

have to end your turn without attacking until you draw a Kangaskhan. The extra cards your opponent draws will give him an edge, but if this deck works right, you'll be able to take him down or strip him of his extra cards with the Imposter Oak's Revenge Trainer card before he can take advantage of his additional cards. You only have four Pokémon to work with, so you'll need Defender, Full Heal, Potion, and Super Potion to keep Kangaskhan up and running. Use Bill, Computer Search and Item Finder to get you the cards you need to use **Comet Punch** as fast as you can.

DIGLETT BURGER

Ingredients:

- 3 Diglett (Base) Pokémon Cards
- 3 Diglett (Rocket) Pokémon Cards
- 2 Farfetch'd Pokémon Cards
- 4 Geodude Pokémon Cards
- 4 Machop Pokémon Cards
- 2 Mankey (Rocket) Pokémon Cards
- 2 Meowth (Rocket) Pokémon Cards
- 2 Rattata Pokémon Cards
- 2 Spearow Pokémon Cards

- 2 Bill Trainer Cards
- 4 Energy Removal Trainer Cards
- 2 Gust of Wind Trainer Cards
- 2 Potion Trainer Cards
- 2 Switch Trainer Cards
- 4 Pokémon Center Trainer Cards

- 24 Fighting Energy Cards

Method:

Speciality decks tend to use so many Rare cards that most players can't afford to field them. This simple yet effective deck is a Haymaker variant that only uses Common cards. It should be easy (and inexpensive) to collect the cards you need to give this one a try. Most of the Pokémon are Fighting types but there are few Colourless thrown in to use against Grass types that would otherwise be able to take down the Fighters with ease.

The key to this deck is speed. Get your Pokémon out and fighting fast. If you don't win quickly your opponent will be able to bring out Pokémon that can take out anything in your deck. Use Energy Removal to rob opponents of their best attacks

WIGGLYTUFF GATEAU

Ingredients:

- 4 Dark Magneton Pokémon Cards
- 4 Jigglypuff Pokémon Cards
- 4 Magnemite (Rocket) Pokémon Cards
- 4 Magneton Pokémon Cards
- 4 Wigglytuff Pokémon Cards

- 3 Bill Trainer Cards
- 1 Computer Search Trainer Cards
- 1 Energy Retrieval Trainer Cards
- 1 Nightly Garbage Run Trainer Card
- 2 Poké Ball Trainer Cards
- 2 Potion Trainer Cards
- 1 Professor Oak Trainer Cards
- 1 Revive Trainer Cards
- 1 Scoop Up Trainer Cards

- 18 Lightning Energy Cards
- 2 Full Heal Energy Cards
- 2 Potion Energy Cards

Method:

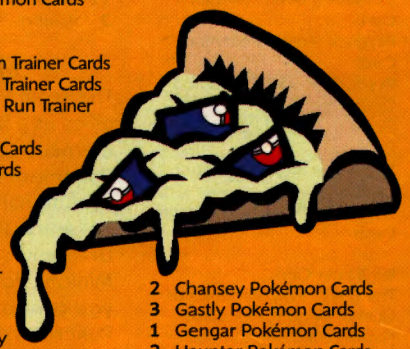
Wigglytuff and the Team Rocket version of Magnemite can both benefit from a full Bench. This deck gives you all the tools you need to make the most of their attacks.

Your first move should be loading your Bench with as many Magnemite as you can. Magnemite's **Magnetism** attack can do 40 points of damage if you get all four of them (or their Evolution's) into play. Wigglytuff has the potential to do even more damage (60 with a full Bench) but keep her on the Bench until she is ready to **Do the Wave**. Hurrah!

ALAKAZAM ITALIANO

Ingredients:

- 1 Alakazam Pokémon Cards
- 3 Abra (Rocket) Pokémon Cards



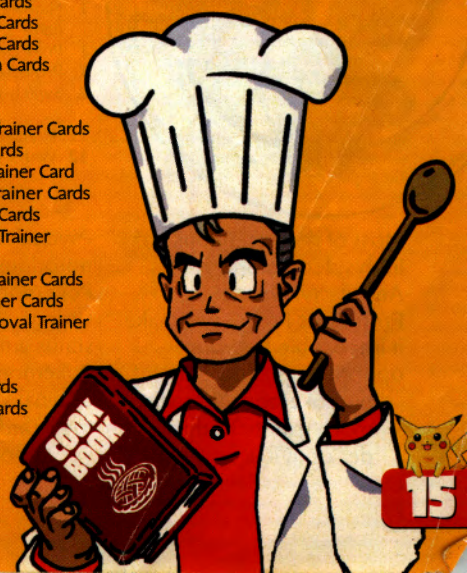
- 2 Chansey Pokémon Cards
- 3 Gastly Pokémon Cards
- 1 Gengar Pokémon Cards
- 2 Haunter Pokémon Cards
- 2 Kadabra Pokémon Cards
- 2 Mr. Mime Pokémon Cards

- 4 Bill Trainer Cards
- 3 Computer Search Trainer Cards
- 4 Defender Trainer Cards
- 4 Energy Removal Trainer Card
- 1 Goop Gas Attack Trainer Cards
- 1 Item Finder Trainer Cards
- 1 Pokémon Breeder Trainer Cards
- 1 Pokémon Trader Trainer Cards
- 1 Professor Oak Trainer Cards
- 4 Super Energy Removal Trainer Cards

- 12 Psychic Energy Cards
- 3 Full Heal Energy Cards
- 3 Potion Energy Cards

Method:

This is a nasty stall deck that relies on Mr. Mime to keep your opponent busy long enough for you to strip him of most of his Energy. Your attack power is limited, but you can defend so well that you can afford to wait until your opponent is helpless. There isn't much Energy in this deck, but you won't need it. Get a Mr. Mime into the Active position as soon as you can. Once Mr. Mime is in place, your main concern is getting Alakazam and Gengar into play so that you can use **Damage Swap** and **Curse** to manipulate Damage Counters on both sides of the playing field. Build up slowly and chip away at the enemy. If all goes well, you'll bring down your opponent slowly but surely.



GRILLED LICKITUNG

Ingredients:

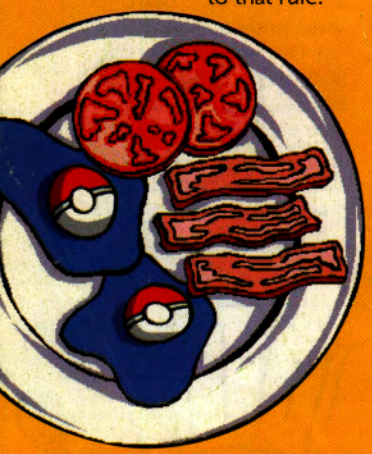
- 2 Aerodactyl Pokémon Cards
- 4 Hitmonchan Pokémon Cards
- 4 Hitmonlee Pokémon Cards
- 4 Kangaskhan Pokémon Cards
- 2 Lickitung Pokémon Cards
- 4 Scyther Pokémon Cards

- 4 Bill Trainer Cards
- 2 Computer Search Trainer Cards
- 2 Mysterious Fossil Trainer Cards
- 1 Pokémon Trader Trainer Cards
- 1 Professor Oak Trainer Cards

- 12 Fighting Energy Cards
- 4 Double Colourless Energy Cards
- 4 Full Heal Energy Cards
- 4 Potion Energy Cards

Method:

You'll need a lot of prized rare cards for this deck, but the effect is well worth the effort. Evolved Pokémon tend to be more powerful than Basic Pokémon, but there are a few exceptions to that rule.



Most of the exceptions are in this deck, along with Aerodactyl whose **Prehistoric** Power will make it impossible for your opponent to Evolve any of his Pokémon. There isn't much variety to this deck but it is very easy to use. The only thing you really have to remember is that you should try to get Aerodactyl onto your Bench as soon as you can. You can use Computer Search or Pokémon Trader to get him into your hand. Once you have some insurance against your opponent's cards, tear him apart with Hitmonchan and Scyther.

SLOWBRO SOUFFLE

Ingredients:

- 4 Dark Golduck Pokémon Cards
- 4 Dark Slowbro Pokémon Cards
- 4 Golduck (Fossil) Pokémon Cards
- 2 Psyduck (Fossil) Pokémon Cards
- 2 Psyduck (Rocket) Pokémon Cards
- 4 Slowbro (Fossil) Pokémon Cards
- 4 Slowpoke (Fossil) Pokémon Cards
- 2 Slowpoke (Rocket) Pokémon Cards

- 4 Bill Trainer Cards
- 1 The Boss's Way Trainer Cards
- 2 Gust of Wind Trainer Cards
- 1 Nightly Garbage Run Trainer Card
- 1 Poké Ball Trainer Cards
- 1 Professor Oak Trainer Cards
- 2 Switch Trainer Cards

- 12 Psychic Energy Cards
- 12 Water Energy Cards

Method:

Psyduck and Slowpoke are notoriously thick-headed Pokémon who have a strange sort of cult status among Pokémon fans. The original versions of their cards weren't very good, though, so they weren't used very often.

The Team Rocket expansion gives these knuckle-heads and their Evolution's a fighting chance. Try to build Dark Slowbro and Dark Golduck as soon as you can. Dark Slowbro can use his **Reel In** Pokémon Power to retrieve cards from the discard pile and Dark Golduck can use **Super Psy** to hammer your rival.

CHARMANDER TIKKA MASALA

Ingredients:

- 3 Charmander (Rocket) Pokémon Cards
- 1 Dark Blastoise Pokémon Cards
- 2 Dark Charmeleon Pokémon Cards
- 1 Dark Charizard Pokémon Cards
- 2 Dark Dragonair Pokémon Cards
- 1 Dark Dragonite Pokémon Cards
- 1 Dark Flareon Pokémon Cards
- 1 Dark Vaporeon Pokémon Cards
- 2 Dark Wartortle Pokémon Cards
- 4 Dratini (Rocket) Pokémon Cards
- 3 Eevee (Rocket) Pokémon Cards
- 3 Squirtle (Rocket) Pokémon Cards

- 1 Computer Search Trainer Cards
- 4 The Boss's Way Trainer Cards
- 2 Energy Retrieval Trainer Cards
- 1 Professor Oak Trainer Cards
- 2 Super Potion Trainer Cards

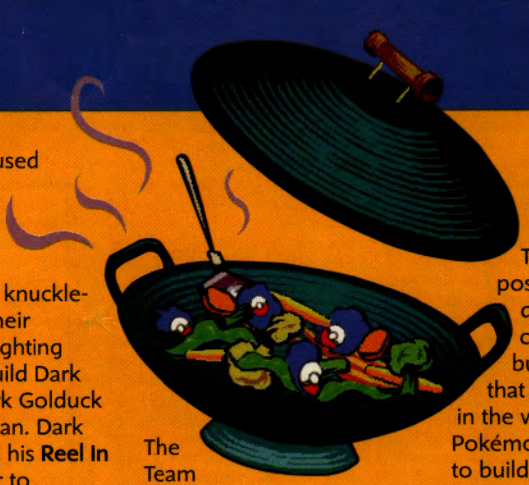
- 12 Fire Energy Cards
- 12 Water Energy Cards
- 2 Rainbow Energy Cards

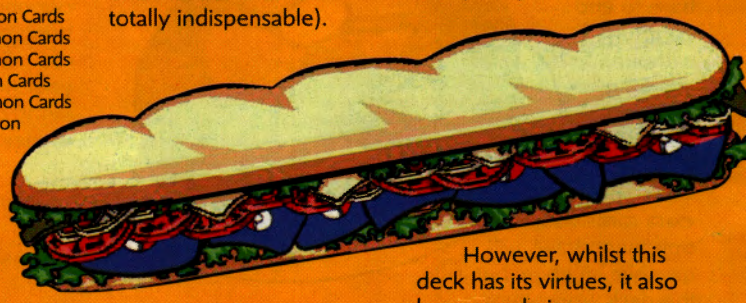
Method:

The Team Rocket expansion gives us a fairly obvious theme: an army of Dark Pokémon! Dark Dragonair's **Evolutionary Light** Pokémon Power and Dark Dragonite's **Summon Minions** Power will give you control over which Pokémon cards you play so concentrate on the Dratini/Dragonair/Dragonite family in the early stages of the game. Once you have your foundation in place, attack with strong Pokémon like Dark Charizard and/or Dark Blastoise and pulverise your opponent!

NOTE: The Team Rocket versions of Dratini, Eevee, and Squirtle were only included in this Charmander Tikka Masala dream deck because they fit our Team Rocket theme. They're not essential!

Remember that when you're tuning the deck, you can experiment with the original Base set versions of the cards if you wish (apart from the Team Rocket version of Charmander who is totally indispensable).





STARYU SARNIE

Ingredients:

- 2 Onix Pokémon Cards
- 1 Hitmonchan Pokémon Cards
- 3 Machop Pokémon Cards
- 2 Machoke Pokémon Cards
- 1 Machamp Pokémon Cards
- 2 Magikarp Pokémon Cards
- 1 Gyarados Pokémon Cards
- 2 Staryu Pokémon Cards
- 1 Starmie Pokémon Cards
- 2 Dratini Pokémon Cards
- 1 Dragonair Pokémon Cards
- 1 Jigglypuff Pokémon Cards
- 1 Tauros Pokémon Cards
- 1 Porygon Pokémon Cards

- 1 PlusPower Trainer Cards
- 1 Pokémon Trader Trainer Cards
- 3 Bill Trainer Cards
- 3 Potion Trainer Cards
- 2 Super Potion Trainer Cards
- 1 Energy Retrieval Trainer Cards
- 1 Professor Oak Trainer Cards
- 1 Computer Search Trainer Cards

- 16 Fighting Energy Cards
- 10 Water Energy Cards

Method:

The Staryu Sarnie is possibly the easiest dream deck that you can cook up. It's a budget range meal that gives you enough in the way of defence (with Pokémon like Onix) for you to build up a squad of big hitters in safety. This deck is essentially about Evolution and physical combat. Even the Trainer cards have been chosen to keep your Evolved Pokémon powered up and healthy.

There's also a fab spread of Basic Colourless Pokémon which will help bolster your deck, whilst your toughest Pokémon energise on the Bench. We've really covered everything with this deck!

However, whilst this deck has its virtues, it also has very obvious limitations. It's conceived as a budget/basic level deck. A good starting point if you like. But a Staryu Sarnie will get eaten for breakfast(!) by a master Trainer.

It will also suffer at the hands of a deck that focuses on Lightning or Electric powers. And as the deck is biased towards Fighting Pokémon (rather than Water) it's possible to imagine a situation where you'd have trouble powering up your Gyrados. Oh dear!

GRASS

There are lots of Grass type Pokémon in the Trading Card game, because most of the Bug and Poison type Pokémon in the Game Boy game became Grass types when they were turned into cards. Grass type Pokémon aren't particularly strong, but Grass has many 3 Stage Evolution "families" and excellent Stage 2 Pokémon like Venusaur and Vileplume. The Bug and Poison types in this category have attacks that cause Poison and Confusion, effects that are sure to keep your opponent on his toes!

I'm going to trace my family tree/bush/hedge back to my roots!

SPECIALTY:

Grass types brew mean Attacks that cause Poison or Confusion.

MOST POPULAR CARDS:

Muk: Ugly but very, very effective.

Venasaur: Tough and yes, very ugly!

GRASS EVOLUTION CHART

Bulbasaur	Ivysaur	Venusaur
Caterpie	Metapod	Butterfree
Weedle	Kakuna	Beedrill
Nidoran (F)	Nidorina	Nidoqueen
Nidoran (M)	Nidorino	Nidoking
Oddish	Gloom	Vileplume
Bellsprout	Weepinbell	Victreebell
Ekans	Arbok	
Zubat	Golbat	
Paras	Parasect	
Venonat	Venomoth	
Grimer	Muk	
Exeggcute	Exeggutor	
Koffing	Weezing	
Tangela		
Scyther		
Pinsir		

Make sure you talk to plants...

STRONG AGAINST: **WEAK AGAINST:**

BULBASAUR

BASE SET

40HP ➤ LV.13 ➤ #1

Bulbasaur is not the most resilient of Pokémon and though **Leech Seed** can help keep him in the fight, keep Bulbasaur in your hand or on the Bench until you can evolve him into an Ivysaur.

Despite this, it is worth having Bulbasaur in you pack, because he's the first step to the impressive Venusaur.

HA! IT'S ALL MINE! ☑

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

IVYSAUR

BASE SET

60HP ➤ LV.20 ➤ #2

Both of Ivysaur's attacks are costly, but **Poisonpowder** can cause quite a bit of Damage. It does 20 Damage on impact and another 10 at the end of each turn.

Once your opponent is Poisoned, lay into him with **Vine Whip**.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.65

VENUSAUR

BASE SET

100HP ➤ LV.67 ➤ #3

Energy Trans is one of the most useful Pokémon Powers in the game (see bottom of page 19). Whole decks can be built around Venusaur's ability to shift Energy cards around.

You should keep him on the Bench to protect him, although with 100HP to play with, Venusaur should be able to hold his own in a fight.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £10.95

VENUSAUR

PROMO

100HP ➤ LV.64 ➤ #3

Released as a promotional insert in a US magazine, this Venusaur loses his **Energy Trans** power for a new Pokémon Power: **Solar Power**.

It would take a really great Pokémon Power to make up for the loss of **Energy Trans**, and while **Solar Power** is all right, stick to the original.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Rare
VALUE: £8.50

CATERPIE

BASE SET

40HP ➤ LV.13 ➤ #10

This is a very weak card. Although, at a pinch, you can bring Caterpie out, play one Grass Energy on him, and then use his **String Shot** attack all in the same turn. But get him out of trouble before he gets squished. Quick!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.10

METAPOD

BASE SET

70HP ➤ LV.21 ➤ #11

If you want Butterfree in your deck, you'll have to use Caterpie and Metapod. Metapod is a lot tougher than Caterpie so evolve your Caterpie into a Metapod as fast as you can. **Stiffen** and 70HP should buy you the time you need to evolve into Butterfree. **Stun Spore** is a good attack, but don't be fooled — Metapod has no business in the Active position.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.10

BUTTERFREE

JUNGLE

70HP ➤ LV.28 ➤ #12

Be careful when using **Whirlwind**. The switch happens every time you use this attack and it can actually help your opponent if your timing is off. **Mega Drain** requires a major investment of Grass Energy, but the regeneration effect is worth it. Try pumping the attack up with a PlusPower Trainer card.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

WEEDLE

BASE SET

40HP ➤ LV.12 ➤ #13

A deck with lots of Beedrill should have plenty of Weedle cards. Weedle make great first-strike Pokémon. Get one into your Active position as soon as you can and start stinging. Make sure to pull him back to the Bench the minute your opponent gets something more dangerous into play.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.10

KAKUNA

BASE SET

80HP ➤ LV.23 ➤ #14

Stiffen and 80HP give Kakuna the ability to soak up lots of punishment. Use him when you need to delay your opponent for a few rounds. **Poisonpowder** isn't bad, but we aren't talking about a heavy hitter here. If you need firepower, evolve him into a Beedrill and put him to work.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.50

ENERGY TRANS: HOW TO USE VENUSAUR'S POKÉMON POWER

Venusaur has one of the most useful Pokémon Powers in the game: Energy Trans. The Energy Trans Power enables him to move Grass Energy cards between your Pokémon however and whenever, you like. Since it's a Pokémon Power, it can (and should) be used from the Bench. This Power is best used to pump up attacks like Exeggutor's Big Eggsplosion. It can also be used to pull Energy cards from Active Pokémon who are about to be knocked out, thus keeping precious Energy out of the discard pile.

One of the most devastating combos is a Venusaur/Charizard team-up. If you can get both Pokémon into play, Venusaur can transfer Grass Energy to Charizard (who can turn Grass Energy into the Fire Energy it needs to Fire Spin).

BEEDRILL

BASE SET

80HP ➤ LV.32 ➤ #15

This tough little bug's a favorite among Grass-type Pokémon. He has a high number of HP, is resistant to Fighting types, and has no Retreat Cost. Both of his attacks are pretty good, but of the two, **Poison Sting** is better. **Twineedle** is too dependent on the toss of a coin to be relied upon.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £2.50

EKANS

FOSSIL

40HP ➤ LV.10 ➤ #23

Spit Poison is one of those fifty-fifty attacks that will do nothing if the coin flip doesn't go your way. **Wrap** is kind of interesting, but be careful – Ekans only has 40HP.

HA! IT'S ALL MINE! ☑

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.15

EKANS

TEAM ROCKET

50HP ➤ LV.15 ➤ #23

This version of Ekans is better than the Fossil card and should be used instead of the original. It has 10 extra HP and its attacks are more effective.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25

ARBOK

FOSSIL

60HP ➤ LV.27 ➤ #24

Arbok's **Terror Strike** attack is a bad idea. The attack is unpredictable and can be used against you. Use **Poison Fang** instead. It does plenty of Damage and poisons your opponent. On the other hand 60HP is pretty lame for a Stage 1 Pokémon. So be vigilant.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.60

DARK ARBOK

TEAM ROCKET

60HP ➤ LV.25 ➤ #24

Dark Arbok has an impressive arsenal of attacks. Not only can **Stare** target Pokémon on your opponent's Bench, but it can also shut down any pesky Pokémon Powers that your opponent may be using.

Poison Vapor is also a great attack. Not only does the defender end up poisoned, every Pokémon on his Bench takes a hit in the process.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £7.50

NIDORAN (F)

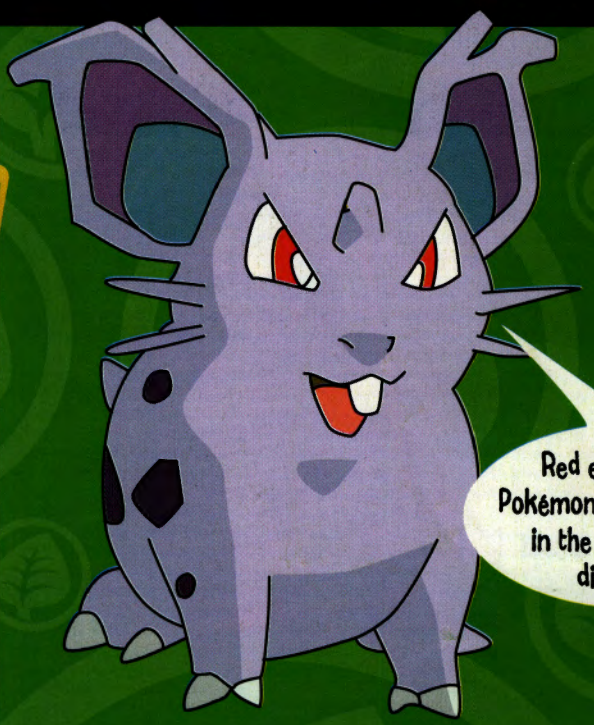
JUNGLE

60HP ➤ LV.13 ➤ #29

This is the best of the Nidoran family cards to open with. For 1 Grass Energy, you can use **Fury Swipes**, which has the potential to do 30 points of Damage – a killer opening move. 60HP is great for a Basic Pokémon and **Call For Family** enables you to put more of them into play. Hurrah!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05



NIDORINA

JUNGLE

70HP ➤ LV.24 ➤ #30

Supersonic is a fair attack, but it only has a fifty-fifty chance of doing anything, which is unimpressive for a Stage 1 Evolution. **Double Kick** is a much more effective attack. If you have a Double Colourless Energy card in your hand, you can inflict up to 60 points of Damage in just two turns.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

NIDOQUEEN

JUNGLE

90HP ➤ LV.43 ➤ #31

The **Boyfriends** attack can be devastating, but it takes a lot of effort to get it going, especially when **Mega Punch** can be just as effective. **Mega Punch** costs more, but two of the four Energy cards you'll need are Colourless, so it works well with two-colour decks and Double Colourless Energy cards.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.50

NIDORAN (M)

BASE SET

40HP ➤ LV.20 ➤ #32

The Nidoran cards all work together and tend to divide Grass decks into two categories: those that have Nidoran cards in them and those that don't. Nidoran (M) is a great first-round play. You have a evens chance of inflicting 30 points of Damage right from the beginning.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

NIDORINO

BASE SET

60HP ➤ LV.25 ➤ #33

You might be tempted to use Double Colourless Energy to access **Double Kick** as soon as possible, but if you plan to evolve your Nidorino into a Nidoking, remember that **Toxic** can't use Colorless Energy. Keep this guy out of trouble unless you have lots of Energy to spend on him.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

NIDOKING

BASE SET

90HP ➤ LV.48 ➤ #34

Toxic is an awesome attack, since few Pokémon can survive losing 20HP at the end of every turn. Ignore **Thrash** altogether and get **Toxic** up and running as soon as you can. 90HP isn't bad, but watch out for Psychic types.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £7.95

ZUBAT

FOSSIL

40HP ➤ LV.10 ➤ #41

Supersonic requires lots of energy. You can power the attack up with any kind of Energy you happen to have on hand, but so what? Two Energy for a fifty-fifty chance of Confusing your enemy is a rip off. **Leech Life** is more useful, but it's nearly impossible to keep this 40HP card alive for more than a couple of turns. Pathetic!

HA! IT'S ALL MINE! ☑

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.15

ZUBAT

TEAM ROCKET

40HP ➤ LV.9 ➤ #41

Unlike the original, this Zubat has an attack that only costs 1 Energy (**Ram**) but it lacks **Leech Life**, which was Zubat's signature move. Use the Fossil version if you have plenty of Pokémon with Direct-Damage attacks. Use this version if you need to prop up all of your special moves with some straightforward firepower. Got that?

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25

GOLBAT

FOSSIL

60HP ➤ LV.29 ➤ #42

Wing Attack needs lots of Energy for what it does, but it uses Colourless Energy, which makes it useful when you're building multicoloured decks.

Leech Life is an impressive drain attack that heals as much Damage as it inflicts. Make sure you have plenty of PlusPower Trainer cards on hand to crank up the Damage when your Golbat is badly hurt, though.

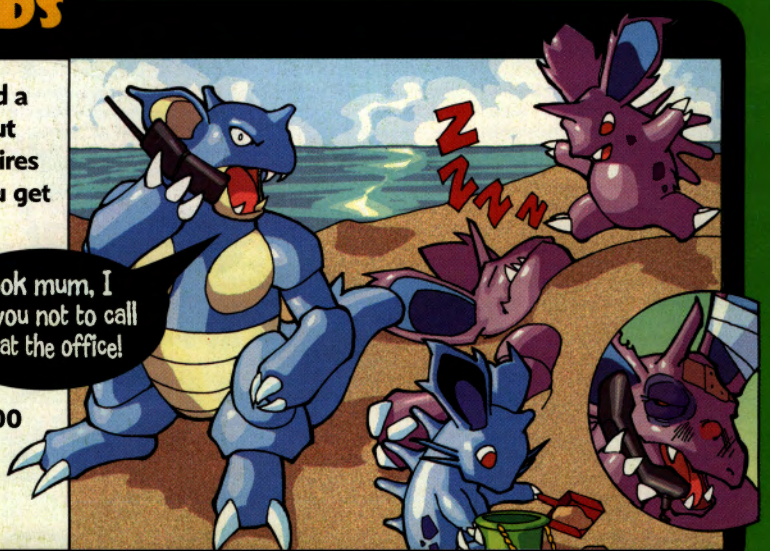
HA! IT'S ALL MINE! ☑

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.35

THE NIDOSQUAD: BUILDING A DECK FROM NIDORAN CARDS

There are so many kinds of Nidoran cards that you can easily build a deck around them. If you decide to give this a try, remember to put plenty of Grass Energy cards in your deck (the Nidoran family requires lots of Energy). Double Colourless Energy cards will also help you get powerful attacks like Nidorino's Horn Drill into play faster. The Nidoran cards are all vulnerable to Psychic types, so be sure to pad out your deck with Pokémon that are vulnerable to something else.

Stick with the theme and you may be able to pull off Nidoqueen's Boyfriends attack. You'll need four Nidokings on the Bench, but it's a combination that enables her to inflict 100 points of Damage a round. If you manage to pull it off, your 'Queen' will be as vulnerable as she is valuable, so make sure you have a few Trainer cards on hand to keep her going.



DARK GOLBAT

TEAM ROCKET

50HP ➤ LV.25 ➤ #42

When you put Dark Golbat into play you get to inflict 10 Damage on the unsuspecting Pokémon of your choice. Keep Dark Golbat in your hand until your opponent has a Damaged Pokémon on his Bench then knock it out. **Flitter** can be just as sneaky. Any attack that can do 20 Damage to your opponent's Bench is well worth the Energy required to charge it up.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £2.75

ODDISH

JUNGLE

50HP ➤ LV.8 ➤ #43

Stun Spore only works half the time, and **Sprout** doesn't do anything but put more Pokémon whose only attack is **Stun Spore** into play. Avoid, unless you want to get a Vileplume and his **Heal** Pokémon Power into play.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

ODDISH

TEAM ROCKET

50HP ➤ LV.21 ➤ #43

Take your pick from two attacks that effect the status of your opponents Pokémon but do no Damage. Since **Sleep Powder** only puts your opponent to Sleep, you'll end up using **Poisonpowder** every time.

HA! IT'S ALL MINE! ☑

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.25

GLOOM

JUNGLE

60HP ➤ LV.22 ➤ #44

Average for a Stage 1 Pokémon, but if you want Vileplume and his **Heal** Pokémon Power, you'll have to play a Gloom at some point (or jump from Oddish to Vileplume with a Pokémon Breeder card). **Poisonpowder** is unpredictable and **Foul Odor** can confuse your own Pokémon. Your best bet is to keep your Gloom out of trouble and evolve him as fast as you can. Great.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

DARK GLOOM

TEAM ROCKET

50HP ➤ LV.21 ➤ #44

Pollen Stench is interesting because it is a Pokémon Power and not an attack and so it can be used from your Bench. If you have some Full Heal Trainer cards on hand (to play on your Active Pokémon when the coin flip doesn't go your way) you can use **Pollen Stench** to keep the Defending Pokémon in a state of perpetual Confusion.

HA! IT'S ALL MINE! ☑

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.85

VILEPLUME

JUNGLE

80HP ➤ LV.35 ➤ #45

Keep Vileplume on your Bench, where he can use his **Heal** Pokémon Power to remove Damage counters from your Pokémon. However, if Vileplume is pulled into play by an opponent's **Gust of Wind** Trainer card or by a special attack of some kind, **Petal Dance** makes a good desperation move, thankfully!

HA! IT'S ALL MINE! ☐

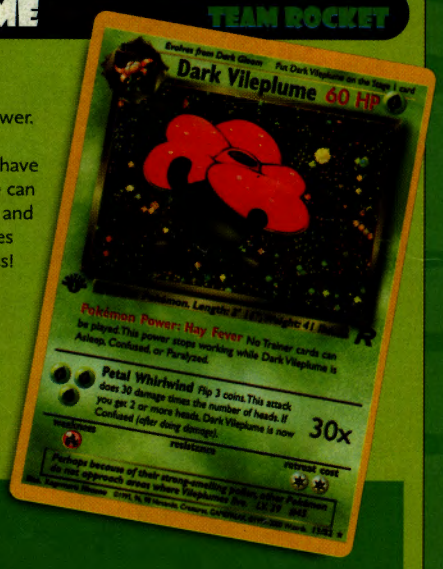
PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.90

DARK VILEPLUME

TEAM ROCKET

60HP ➤ LV.29 ➤ #45

Hay Fever is a great Pokémon Power. If you can get at least one Dark Vileplume into your deck, then you have no need for Trainer cards, and hence can pack your deck with extra Pokémon and Energy. Additionally, **Hay Fever** makes your opponent's Trainer cards useless!



HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £7.75

PARAS

JUNGLE

40HP ➤ LV.8 ➤ #46

Paras is one of the poorest Grass cards around. His attacks are expensive, yet average. Plus, Paras has only 40HP.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Poor
RARITY RATING: Common
VALUE: £0.05

PARASECT

JUNGLE

60HP ➤ LV.28 ➤ #47

There isn't much here to work with. **Spore** is a waste of Energy and **Slash** is expensive. And when you take this card's unimpressive HP and Fire Weakness into account, you end up with a card that seldom finds its way into a choice Grass deck. It's just not good enough.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.50

VENONAT

JUNGLE

40HP ➤ LV.12 ➤ #48

A little weak, but not bad overall, that's Venonat. **Stun Spore** is a fairly good starting attack and **Leech Life** heals as much Damage as you inflict, which means the PlusPower Trainer card will be twice as useful.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

VENOMOTH

JUNGLE

70HP ➤ LV.28 ➤ #49

Pokémon Powers are rare and most of them are very useful. **Shift** is the exception that proves the rule. It's a Pokémon Power that's more trouble then it's worth. Which leaves you the very average **Venom Powder** attack.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.50

BELLSPROUT

JUNGLE

40HP ➤ LV.11 ➤ #69

Bellsprout is a very weak card, so if you have any Bellsprout in play, be sure to Evolve them quickly. Don't use **Call For Family** until you have Weepinbell cards in your hand, or you'll end up filling your Bench with Pokémon that can't do anything but **Vine Whip** for 10HP Damage. Deary me.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

WEEPINBELL

JUNGLE

70HP ➤ LV.28 ➤ #70

With 70HP and two respectable attacks Weepinbell is a definite step up from Bellsprout, but the final Evolution into Victreebel may not be as worthwhile.

Put an equal number of Weepinbell into your deck as you have Bellsprout. Bellsprout's **Call For Family** gives you easy access to the Bellsprout needed to Evolve into any Weepinbell drawn.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

VICTREEBEL

JUNGLE

80HP ➤ LV.42 ➤ #71

Victreebel is a step down from Weepinbell in everything but HP. **Lure** is an attack with the same effects as a **Gust of Wind**, but because it's an attack, Victreebel can't pounce on benched Pokémon. Drat!

Acid is a little better, but is the kind of attack you expect to see on a Basic or Stage 1 Pokémon.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Poor
RARITY RATING: Holofoil
VALUE: £6.50

AVOID GRASS FIRES: FIGHTING FIRE WITH GRASS DECKS

Most Grass Pokémon are vulnerable to Fire types. So if you come across a deck heavy in Fire Pokémon you'll be in for a rough time. Watching your entire bench go up in flames is an all-too common experience for the inexperienced Grass player.

So, to combat this, if you have lots of Grass Pokémon in your deck, be sure to include either some Pokémon who don't have any Weaknesses to Fire or Psychic types (there are also a fair number of Grass Pokémon who have a weakness to Psychic Pokémon). Colourless Pokémon are your best bet when you need to balance your deck.

GRIMER

FOSSIL

50HP ➤ LV.17 ➤ #88

Nasty Goo is a relatively effective attack that lives up to its name. **Minimize** can help you keep your Grimer in one piece long enough for you to Evolve it.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.15

GRIMER

TEAM ROCKET

40HP ➤ LV.10 ➤ #88

The Team Rocket version of Grimer is 10HP weaker than the one from the Fossil deck but its **Sticky Hands** attack can do 20 more Damage than **Nasty Goo**.

Neither version is very good, but if you're after durability go for the Fossil card. The Team Rocket card, on the other hand, has greater offensive ability. It's your call!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.35

MUK

FOSSIL

70HP ➤ LV.34 ➤ #89

Tired of getting trounced by killer decks that blow you away with clever exploitations of Pokémon Powers like Blastoise's **Rain Dance** or Alakazam's **Damage Swap**? Get a Muk into play and his **Toxic Gas** shuts down all Pokémon Powers (even yours!). His **Sludge** attack isn't bad either, but Muk's **Toxic Gas** is his strength.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £3.25

DARK MUK

TEAM ROCKET

60HP ➤ LV.25 ➤ #89

Dark Muk is a less powerful version of the original. **Sticky Goo** is a useful Power but it doesn't have the same kind of impact that **Toxic Gas** does. **Sludge Punch** is nothing but a scaled down version of Muk's **Sludge**.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.95

EXEGGCUTE

JUNGLE

50HP ➤ LV.14 ➤ #102

This is a strange Grass card with a Psychic attack! However, don't bother with **Hypnosis** unless you have a Sleep-theme deck or something similar. The **Leech Seed** attack is definitely the way to go. 50HP isn't bad and should buy you enough time to evolve Exeggute into Exeggutor. Hurrah!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

EXEGGUTOR

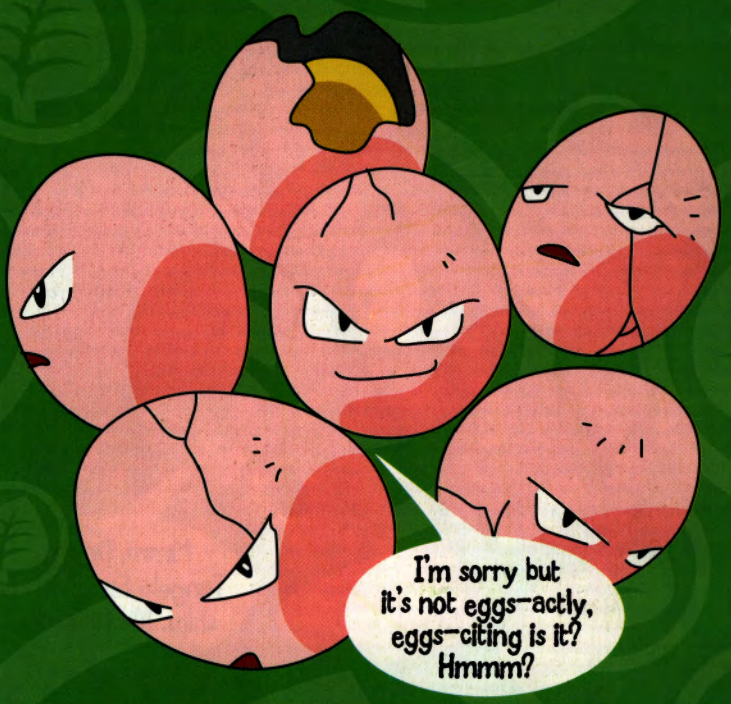
JUNGLE

80HP ➤ LV.35 ➤ #103

Use **Teleport** to keep Exeggutor out of trouble until he has enough Energy cards attached to him to make the **Big Eggsplosion** the fearsome attack it was intended to be. This works best in decks that have lots of Energy in them. Try using Venusaur's **Energy Trans** to pump Exeggutor up with Energy.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.50



KOFFING

BASE SET

50HP ➤ LV.12 ➤ #109

Koffing is a staple of many Grass decks. The **Foul Gas** attack only inflicts 10 Damage, but it will either Poison or Confuse your opponent. Either way, you win. You will have to support Koffing with Potion Trainer cards, though (50HP isn't quite tough enough).

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.10

KOFFING

TEAM ROCKET

40HP ➤ LV.12 ➤ #109

This is Team Rocket edition of Koffing is a weaker version of the one that appears in the Base set. Although the Team Rocket Koffing could in theory be useful, it rarely is. No!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.25

WEEZING

FOSSIL

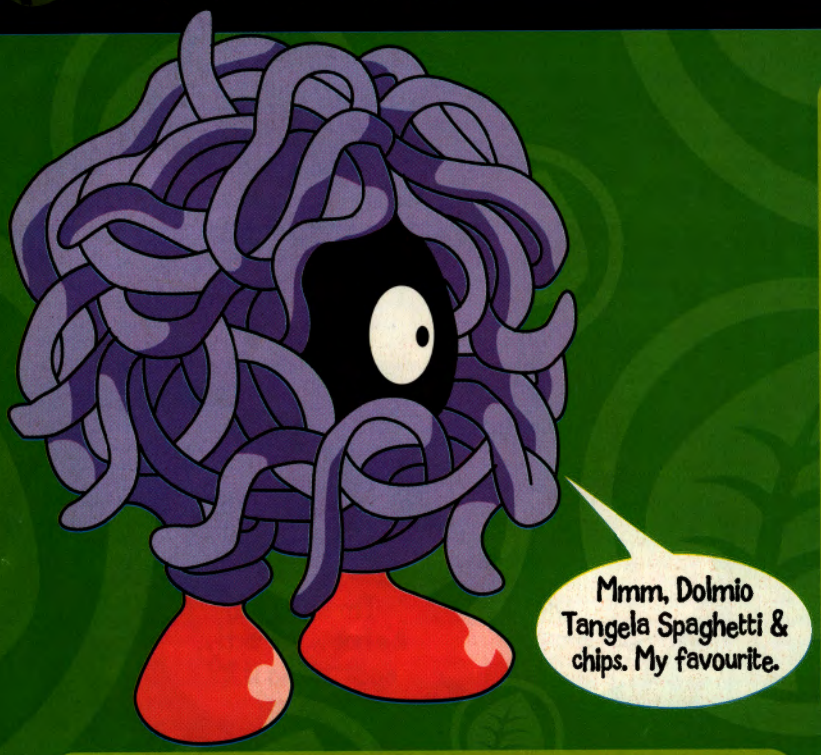
60HP ➤ LV.27 ➤ #110

If you use it at exactly the right time, **Selfdestruct** can win the game for you. The problem is that the perfect time doesn't come along that often.

Smog is all right, but all-in-all, Weezing isn't much of an improvement over Koffing. So don't bother with him.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.40

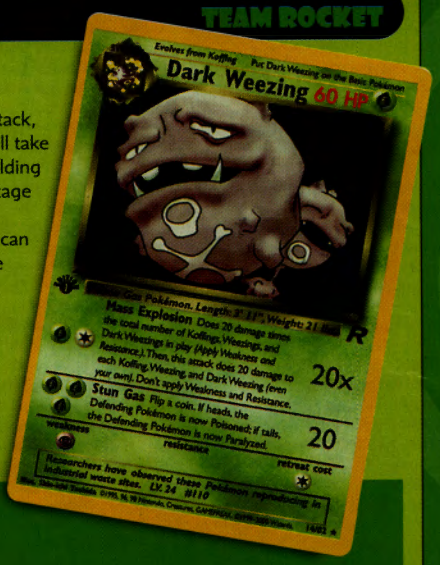


DARK WEEZING

TEAM ROCKET

60HP ➤ LV.24 ➤ #110

Mass Explosion is a hard-hitting attack, but remember, if you use it you'll take severe Damage yourself. If you're building a deck that is intended to take advantage of this attack, include the **Scoop Up** Trainer card in your pack so that you can get your Pokémon out of play before they are knocked out.



HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £6.99

TANGELA

BASE SET

50HP ➤ LV.8 ➤ #114

Tangela's attacks are reasonably powerful, but more expensive than they should be. Low HP, a Fire Weakness and a Retreat Cost of two make this an average card. Still, all of this would be excusable if there was a more powerful Evolution to look forward to, but there isn't. Shame.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

SCYTHER

JUNGLE

70HP ➤ LV.25 ➤ #123

Basic Pokémon don't get much better than this. 70HP, Resistance to Fighting-type Pokémon and a Retreat Cost of zero make Scyther a top-notch competitor that works well in almost any Grass deck. The fact that **Slash** doesn't require a specific type of Energy also makes him a good Pokémon to have in multicoloured decks. So there.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £7.50

PINSIR

JUNGLE

60HP ➤ LV.24 ➤ #127

Guillotine is an awesome attack. A Basic Pokémon that can inflict 50 points of Damage every round is hard to beat. You'll need four Energy cards to make **Guillotine** work though, so make sure you have plenty of Energy in your deck. If you have Venusaur, then you can use his **Energy Trans** Power to get Pinsir's **Guillotine** attack into play quickly.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £8.45

FIRE

Mmm... I can smell something burning!

This may be the smallest category, but Fire types are widely used because some of the nastiest and most popular Pokémon in the game are fiery beasts.

Fire Pokémon need lots of Energy and use it up very quickly, so make sure you have plenty on hand. It's also a good idea to include some Trainer cards that help you get Energy into your hand from your deck and the discard pile. If you can keep the Energy coming, you can give heavy-hitters like Charizard the firepower they need to burn down anything your opponent can throw at you. The best Fire types Attacks can destroy anything, but it's a struggle to power them up!

SPECIALTY:

Fire Types specialise in Powerful Attacks that gobble up Energy cards like nobody's business. If you can't stand the Fire...

MOST POPULAR CARDS:

Charmander: Tough and cute, as good a Basic Pokémon as any!

Charizard: The Fire Spin Attack inflicts 100HP! Wow!

FIRE EVOLUTION CHART

	Charmander	➤	Charmeleon	➤ Charizard
	Vulpix	➤	Ninetales	
	Growlithe	➤	Arcanine	
	Ponyta	➤	Rapidash	
	Eevee	➤	Flareon	
	Magmar			
	Moltres			

Who put Tabasco in my tea?

STRONG AGAINST: **WEAK AGAINST:**

CHARMANDER

BASE SET

50HP ➤ LV.10 ➤ #4

Charmander's a tough card. However, if you hope to Evolve him into a Charizard, you have to keep him out of danger, even if it looks like he will be able to hold his own. Losing a Charmander can crush your hopes of bringing a Charizard to the table, so Bench him unless you have more than one Charmander in play.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE £0.10

CHARMANDER

TEAM ROCKET

40HP ➤ LV.9 ➤ #4

Fire Tail gives you 20 Damage for one Energy card, which is a great deal. The **Gather Fire** Pokémon Power is a wonderful way to build up your Energy reserves prior to Evolving Charmander. By the time Charmander becomes Charizard, he's going to need every Energy card he can get.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.10

CHARMELEON

BASE SET

80HP ➤ LV.32 ➤ #5

Charmeleon's 80 HP makes him pretty tough, but his Attacks require massive amounts of Energy. Most of the time, you'll be building up Charmeleon to Evolve him into the mighty Charizard.

Avoid the temptation of using **Flamethrower**. Instead, use **Slash**. It isn't as impressive, but the Energy you save will come in handy once Charmeleon Evolves into Charizard.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £0.60

STOKING THE FIRE: ENERGY CARDS IN YOUR DECK

Many Fire Pokémon use Attacks that cause lots of Damage, but force you to discard Energy cards every time you use them. You either have to strike a balance that keeps the number of these Attacks to a minimum, or you have to be prepared to refuel your Pokémon. The simplest solution is to have a higher than usual ratio of Energy cards to Pokémon in your deck. Try putting in an extra Energy card for every Pokémon that has an Attack that requires you to discard cards. The Energy Retrieval and Energy Search Trainer cards can also be very useful. If you plan to use a Charizard as a mainstay of your deck's firepower, consider teaming him up with a Venusaur (for his Energy Trans Power).

DARK CHARMELEON

TEAM ROCKET

50HP ➤ LV.23 ➤ #5

Not only does this version of Charmeleon have 30 less HP than the original, its Retreat Cost is higher and its Attacks are weaker. Although Dark Charmeleon's **Fireball** is more powerful than Charmeleon's **Flamethrower**, it only works half the time.

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £7.75

CHARIZARD

BASE SET

120HP ➤ LV.76 ➤ #6

Most players are afraid of Charizard, and with good reason. He has 120 HP and an Attack that inflicts 100 points of Damage! **Fire Spin** is truly devastating, but at a cost of two Energy cards per Attack, you won't be able to use it often. Make sure you really need the firepower before you Evolve your Charmeleon.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £27.95

DARK CHARIZARD

TEAM ROCKET

80HP ➤ LV.38 ➤ #6

If you decide to play a Dark Charizard instead of a Charizard you give up 40 Hit Points and the dreaded **Fire Spin** Attack, and for what? **Continuous Fireball**, that's what. **Continuous Fireball** is an immensely powerful Attack. If you have six Fire Energy cards attached to Dark Charizard, you could do as much as 300 points of Damage! You lose all those cards, but so what! We are talking 300 points of Damage!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £20.75

VULPIX

BASE SET

50HP ➤ LV.11 ➤ #37

Confuse Ray doesn't do much Damage, but may Confuse your opponent, a rare ability for a Fire Pokémon. Only use Vulpix if you intend to Evolve him into Ninetales. Once you bring him into play, Evolve him as fast as you can.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.10

NINETALES

BASE SET

80HP ➤ LV.32 ➤ #38

Fire Blast is a less powerful version of Charizard's **Fire Spin**, it's costly but deadly. If you have the time and energy you need to build him up, Ninetales can take out some of the heaviest of the heavy hitters. **Lure** is expensive for a delaying tactic, but can be useful if Ninetales ends up in the Active position before he has built up the energy he needs to use his Fire Blast.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £20.75

GROWLITHE

BASE SET

60HP ➤ LV.18 ➤ #58

Flare is a mediocre Attack that costs too much for what it does (especially for a Fire Pokémon). Growlithe is sturdy enough to soak up some punishment for you, but he doesn't come into his own until you evolve him into Arcanine. Get him into battle, let him take a hit, get him out, and keep him on the Bench until you have the Evolution card you need to make him shine.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.35

ARCANINE

BASE SET

100HP ➤ LV.45 ➤ #59

At one Energy card per Attack, **Flamethrower** can be prohibitively expensive for just 50 points of Damage. Instead, use **Take Down** until the recoil starts to hurt. Both of Arcanine's Attacks require lots of Energy, and he has a high retreat cost, so he's vulnerable to Energy Removal. Try to have a Switch or Scoop Up on hand to pull him out of the Active position if he runs out of juice.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.65

ARCANINE

PROMO

70HP ➤ LV.34 ➤ #59

This Promo Arcanine was released in March 2000 through the WOTC Pokémon League. The Promo Arcanine has 30 less HP than the Base Set version but its Retreat Cost is two lower.

Quick Attack isn't much of an improvement over Growlithe's **Flare**. **Flames of Rage** is better, but costs two Fire Energy to use.

HA! IT'S ALL MINE! ☐

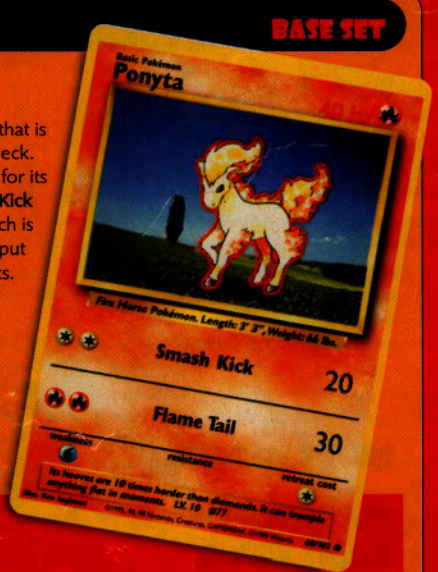
PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £1.30

PONYTA

BASE SET

40HP ➤ LV.10 ➤ #77

This is a hard-hitting workhorse(!) that is a welcome addition to any Fire Deck. 40 HP is a little soft, but 30 Damage for its **Flame Tail** is very impressive. **Smash Kick** only requires Colourless Energy, which is good news for players who want to put some Fire into their multicolour decks.



HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.10

PONYTA

TEAM ROCKET

50HP ➤ LV.15 ➤ #77

This version of Ponyta is tougher than the one in the Base Set, but its only Attack doesn't do any more Damage than the original and it calls for you to discard a Fire Energy card every time you use it. Stick with the Base Set version.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.35

RAPIDASH

JUNGLE

70HP ➤ LV.33 ➤ #78

Agility is an underrated Attack. 30 Damage and a fifty-fifty chance of invulnerability during your opponent's next turn are a great deal for three Energy. **Stomp** is a slightly more powerful version of Ponyta's **Smash Kick** Attack.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

DARK RAPIDASH

TEAM ROCKET

60HP ➤ LV.24 ➤ #78

This is another of the "not-as-good-as-the-original" variant cards from the Team Rocket set. Higher Hit Points and better Attacks make Rapidash better than Dark Rapidash in every way.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.75

MAGMAR

BASE SET

50HP ➤ LV.24 ➤ #126

There are other Fire Pokémon who do everything Magmar does, only better. His **Fire Punch** is pretty good, but at 50 HP he won't be around very long and the Retreat Cost of two can be costly. If you could Evolve him he might be worth the effort, but as he stands, pass on this one. Oh dear.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.95

MAGMAR

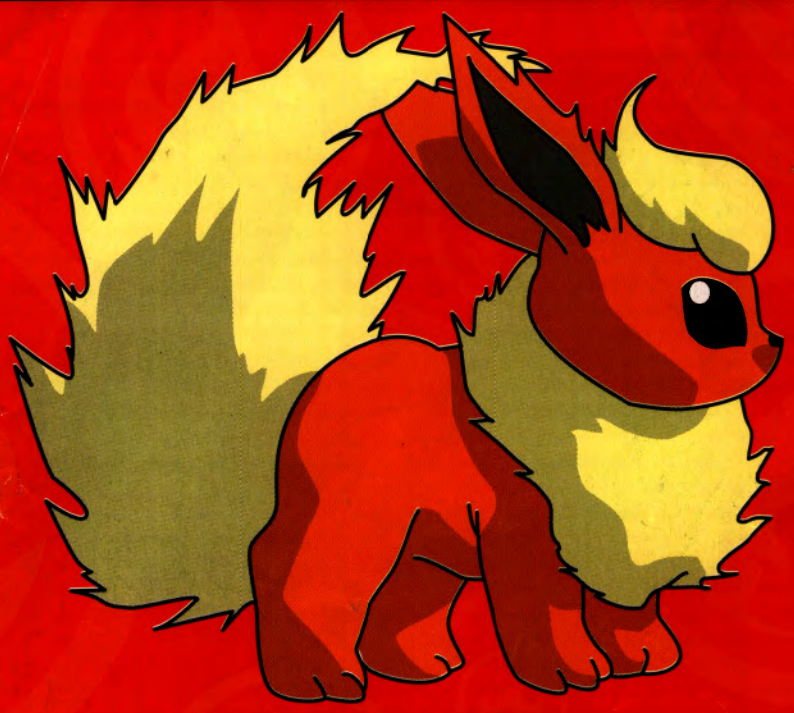
FOSSIL

70HP ➤ LV.31 ➤ #126

The fossil version of Magmar has more HP and a lower Retreat Cost that the Base set version, but its Attacks inflict less Damage. **Smokescreen** is useful if you need to delay your opponent and **Smog** is a Fire Attack that has a chance of Poisoning your opponent.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.35



FLAREON

JUNGLE

70HP ➤ LV.28 ➤ #136

Flareon's **Flamethrower** is a slightly more powerful version of Arcanine, Charmeleon, and Magmar's **Flamethrower** Attack. It does 10 extra Damage, but it will cost you an extra Colourless Energy. The trade-off is only worthwhile if you want Fire Pokémon that will work well in a multicolour deck.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £8.45

DARK FLAREON

TEAM ROCKET

50HP ➤ LV.23 ➤ #136

In general, Dark Flareon is weaker than the Flareon from the Jungle expansion set, but Dark Flareon's **Playing with Fire** Attack is much less expensive than the original's **Flamethrower**. This card could be an option if you're worried about the amount of Energy your Pokémon will be chewing up.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.85

MOLTRES

FOSSIL

70HP ➤ LV.35 ➤ #146

Wildfire is a special-purpose Attack that forces your opponent to discard cards from the top of his deck. This enables you to do two things. First, you can screw up a deck that has been stacked by a Pokédex Trainer card.

Second, you can try to win the game by making your opponent run out of cards. **Dive Bomb** has the potential to do lots of Damage, but it costs four Energy and has only a fifty-fifty chance of success.

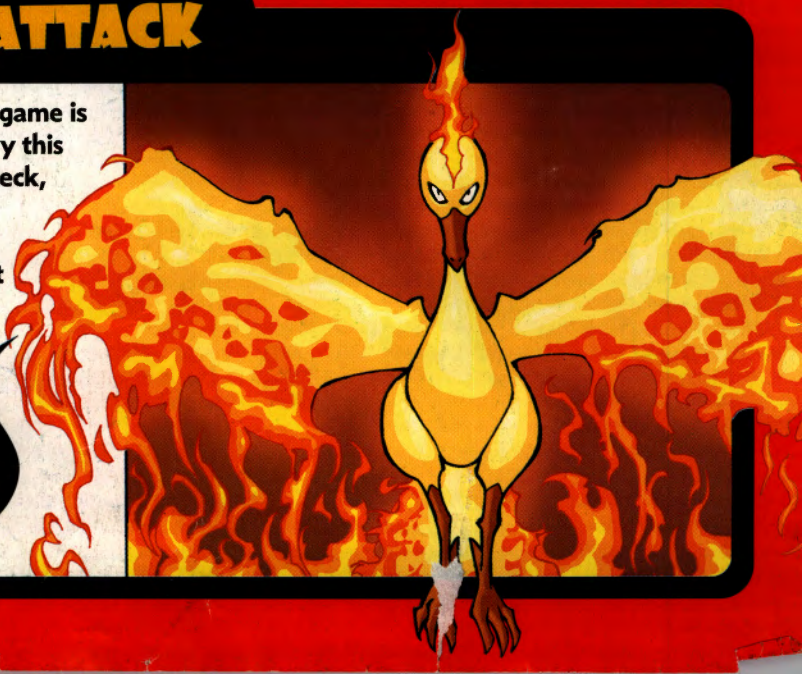
HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £9.05

WINNING WITH WILDFIRE: USING MOLTRES' SPECIAL ATTACK

One of the craftiest ways to win at the Pokémon Trading Card game is to force your opponent to run out of cards. If you choose to try this strategy and aim to force a win by wearing down your rivals deck, Moltres' Wildfire Attack is indispensable, as it can force your opponent to discard cards from the top of his deck. It's a very tricky way to win and extremely frustrating for your opponent but if you have your heart set on it, make sure you have plenty of Energy for your Moltres and enough healing resources to keep your Moltres going.

Our tip is to add a Vileplume to your deck. That way you can use the Grass types infamous Heal Pokémon Power to keep your precious Moltres alive.



WATER

People ask me, am I a dobbin or am I bobbin? Well, I'm a horse, of course!

This is the second largest category of Pokémon and is made up of Water and Ice Pokémon from the Game Boy game. There are lots of Water Pokémon to choose from, but many of these cards are much-of-a-muchness and seriously underpowered. Fortunately, there are great cards like Lapras and Blastoise to make up for losers like Goldeen and Shellder.

Many Water Pokémon benefit from having extra Energy attached to them so it's a good idea to have lots of Water Energy cards in your deck. However, unlike Fire and Lightning Pokémon, they can get by without it.

SPECIALTY:

The defining characteristic of Water Attacks is that they can be improved by adding more Energy cards.

MOST POPULAR CARDS:

Blastoise: As tough as he is ugly, how could you resist Blastoise?

Lapras This is just an amazing basic Pokémon.

WATER EVOLUTION CHART

Squirtle	Wartortle	Blastoise
Poliwag	Poliwhirl	Poliwrath
Psyduck	Golduck	
Tentacool	Tentacruel	
Seel	Dewgong	
Shellder	Cloyster	
Krabby	Kingler	
Horsea	Seadra	
Goldeen	Seaking	
Staryu	Stamie	
Magikarp	Gyarados	
Eevee	Vaporeon	
Omanyte	Omastar	
Lapras		
Articuno		

I really like going clubbing – do you know how I Seel?

STRONG AGAINST: **WEAK AGAINST:**

SQUIRTLE

BASE SET

40HP ➤ LV.8 ➤ #7

The Squirtle/Wartortle/Blastoise progression is one of the best and most powerful of the Water families. And if you play a hand heavy in Water Energy, you're going to play lots of Squirtles. When fighting, **Bubble** is always preferable to **Withdraw**.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

SQUIRTLE

TEAM ROCKET

50HP ➤ LV.16 ➤ #7

Team Rocket's Squirtle is a boring card that doesn't merit inclusion in your decks. With just one attack at a ratio of 2 Energy for 20 points of Damage, this card definitely isn't worth substituting for the Base Set version.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.35

WARTORTLE

BASE SET

70HP ➤ LV.22 ➤ #8

Bite is a good attack for its cost in Energy. 40 Damage for 3 Energy isn't bad to begin with, and as two points of that Energy can be Colourless, Wartortle is flexible enough to be useful in decks that use more than one kind of Energy.

Avoid **Withdraw** unless he's hurt and you're trying to protect him so that you can Evolve him.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

WARTORTLE

PROMO

70HP ➤ LV.22 ➤ #8

This "W" version of the Base Set 2 Wartortle card was released in a US magazine as a promotional insert. It has the same attacks and stats as the Base Set card.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Promo
VALUE: £2.00

DARK WARTORTLE

TEAM ROCKET

60HP ➤ LV.21 ➤ #8

This card's **Mirror Shield** is an interesting attack, but can be useless. The **Doubleslap** is also unreliable. Use the Wartortle from the Base Set instead.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.85

BLASTOISE

BASE SET

100HP ➤ LV.52 ➤ #9

This is one of the heaviest of the heavy hitters. Blastoise's Pokémon Power, **Rain Dance**, can be used to move Water Energy around however you like between Water Pokémon, which is a handy way to power up Blastoise's **Hydro Pump** attack. **Rain Dance** can also be used to pump up **Water Gun**, an attack used by lots of Water Pokémon that does extra Damage when you give it extra Energy.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £13.95

DARK BLASTOISE

TEAM ROCKET

70HP ➤ LV.28 ➤ #9

By choosing this variant over the Blastoise from the Base Set, you lose 30 HP and **Rain Dance**, but you get two new attacks: the mighty **Hydrocannon** and **Rocket Tackle**, a defensive move that makes up for the lost HP.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £11.99

PSYDUCK

FOSSIL

50HP ➤ LV.15 ➤ #54

This Pokémon has an unusual combination of Water and Psychic attacks, which makes him ideal for a Water/Psychic deck. Feel free to ignore the Psychic aspect if you have a pure Water deck or you're mixing Water with something else. **Headache** is useless much of the time anyway.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.15

PSYDUCK

TEAM ROCKET

50HP ➤ LV.16 ➤ #54

This new Psyduck is actually better than the original. If you have Psychic Energy in your deck, **Dizziness** can be useful but you can afford to ignore it. **Water Gun** is a fairly standard Water Pokémon attack and is a definite improvement over the **Fury Swipes** attack the original was stuck with. Hurrah!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.35

RAIN DANCING: USING BLASTOISE'S POKÉMON POWER

There are lots of Water Pokémon that have Water Gun attacks. However, although even in its most basic form Water Gun does a fair amount of Damage, its is capable of doing much more if you power it up with more Water Energy cards. Normally, the ratio of Energy cards to Damage dealt isn't very good, but if you use Blastoise's Rain Dance Pokémon Power, you can move your Water Energy wherever you need it, powering up any Active Pokémon who has the Water Gun attack. This is a very common 'Power Trick' in Water decks.

GOLDUCK

FOSSIL

70HP ➤ LV.27 ➤ #55

Like Psyduck, Golduck has both Water and Psychic attacks. **Psyshock** is actually useful if you happen to have the Psychic Energy on hand to power it up, but you won't miss it if you don't. **Hyper Beam** is especially powerful if you have some Energy Removal cards to help you strip your opponent of Energy.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.60

DARK GOLDUCK

TEAM ROCKET

60HP ➤ LV.23 ➤ #55

It's worth building a Water/Psychic deck just so you can make the most of this card. **Third Eye** is extremely useful. Its 3 new cards for 1 discard ratio is a better deal than the Bill Trainer card. **Super Psy** is also an awesome attack.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Uncommon
VALUE: £0.95

POLIWAG

BASE SET

40HP ➤ LV.13 ➤ #60

You could do better than Poliwag (Squirtle), but you could also do worse (Goldeen). Poliwag's, **Water Gun** only costs 1 Energy and gives him the potential to make a first-round attack. The ability to improve the Damage by giving him more Energy is very nice, but limited, because with 40 HP he won't last long.

HA! IT'S ALL MINE! ☑

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

POLIWHIRL

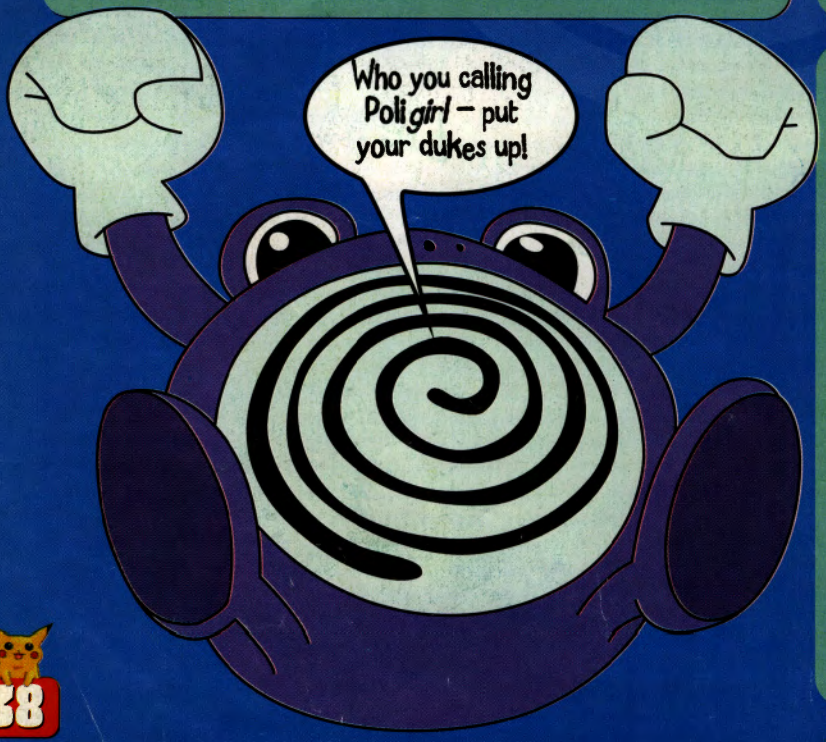
BASE SET

60HP ➤ LV.28 ➤ #61

Amnesia is only useful against some opponents. **Doubleslap** is unreliable and expensive. No matter how you look at it, this is a mediocre Pokémon. If you really want a Poliwrath, try using the **Pokémon Breeder** to go straight to Poliwrath from Poliwag without having to bother with this Stage.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.50



POLIWRATH

BASE SET

90HP ➤ LV.28 ➤ #62

Water Gun isn't bad, but for 4 Energy you get the same Damage with **Whirlpool** and you rob your opponent of an Energy card. Watch out for Poliwrath's Retreat Cost of 3. It can trap him in a losing battle if you aren't careful.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.50

TENTACOOL

FOSSIL

30HP ➤ LV.10 ➤ #72

Tentacool's **Cowardice** Pokémon Power can be used to help ensure that you have at least one Pokémon in play. Whenever he gets hurts, pull him back into your hand. **Cowardice** would be more useful if Tentacool had more than 30 HP, but it's still a handy trick to have.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.15

TENTACRUEL

FOSSIL

60HP ➤ LV.21 ➤ #73

Don't bother with **Supersonic** unless you don't have enough Energy attached to use **Jellyfish Sting**. Use **Jellyfish Sting** to poison your opponent then use Tentacruel's Retreat Cost of 0 to pull him out of harm's way until you need his sting again. Sneaky, eh?

HA! IT'S ALL MINE! ☑

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.35

SEEL

BASE SET

60HP ➤ LV.12 ➤ #86

Seel is one of the few Basic Water Pokémon to have an attack that costs 1 Energy and enough HP to stay in the Active position for more than a round or two. He's an ideal starter.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

DEWGONG

BASE SET

80HP ➤ LV.42 ➤ #87

Aurora Beam is a great attack, especially for a Stage 1 Pokémon. **Ice Beam** is pretty good too, but why bother Paralysing your opponent when a couple of blasts with the Aurora Beam will take out almost anything? Dewgong are only Uncommon so they're easy to come by and a worthwhile addition to any Water-based deck.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.50

SHELLDER

FOSSIL

30HP ➤ LV.8 ➤ #90

This Pokémon is a complete waste of time. 30 HP is awful, and Shellder only has a fifty/fifty chance of doing anything to your opponent with its **Supersonic** attack and **Hide in Shell** is only useful half the time, leaving it vulnerable the other half. Cloyster isn't much better, so there's no point in keeping Shellder around to Evolve him.

HA! IT'S ALL MINE! ☑

PLAYABILITY: Poor
RARITY RATING: Common
VALUE: £0.15

CLOYSTER

FOSSIL

50HP ➤ LV.25 ➤ #91

Given a choice between **Clamp** and **Spike Cannon**, you're better off using **Spike Cannon**. **Clamp** would have been a good attack if it always did Damage, but the fifty/fifty chance of it being totally useless makes it a bad risk. **Spike Cannon** is more likely to have an effect.

HA! IT'S ALL MINE!

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE £0.60

KRABBY

FOSSIL

50HP ➤ LV.20 ➤ #98

Ignore this one unless you are willing to suffer through this weak Basic stage to get a few Kingler into play. Kingler has some solid attacks, but both Krabby and Kingler have an unusually high Retreat Cost, which is a definite liability, especially when you consider that Krabby has to be in the Active position to use **Call for Family**.

HA! IT'S ALL MINE!

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.15

KINGLER

FOSSIL

60HP ➤ LV.27 ➤ #99

Flail can deliver a brutal parting shot. If you have a Potion or Super Potion Trainer card available, you may be able to set him up to deliver as much as 50 Damage — pretty good for 1 Water Energy. Just make sure you have some way to protect him if he's weakened. A Defender Trainer card or two can work wonders.

HA! IT'S ALL MINE!

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.15

HORSEA

FOSSIL

40HP ➤ LV.19 ➤ #116

Horsea's an ideal opener. If you get a Horsea in your initial draw put him into the Active position, play a Water Energy card on him, and start laying down **Smokescreen**. He won't last long later in the game, but during the first few turns, the **Smokescreen** will act as an inexpensive wall. When things start to heat up, remember that he has a Retreat Cost of 0.

HA! IT'S ALL MINE!

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.15

SEADRA

FOSSIL

60HP ➤ LV.23 ➤ #117

For those times when you need a delaying tactic, **Agility** is a very useful addition to your arsenal. **Water Gun** is only effective if you have lots of Water Energy on hand to power it up, and even then it is kind of expensive.

HA! IT'S ALL MINE!

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.35

GOLDEEN

JUNGLE

40HP ➤ LV.12 ➤ #118

The only reason to include any Goldeen in your deck is the **Waterfall** attack they get when they Evolve into Seaking. Goldeen has an attack that only costs 1 Energy, which is useful when you need an opener. However, there are Pokémon like Horsea whose attacks have special effects, Pokémon like Staryu whose attacks do more Damage, and Pokémon like Seel who have more HP.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Poor
RARITY RATING: Common
VALUE: £0.05

SEAKING

JUNGLE

70HP ➤ LV.28 ➤ #119

With the wide range of Water Pokémon available to you, there are better choices than Seaking. Seaking's **Waterfall** is relatively strong, but unimpressive for a Stage 1 Evolution. There are several Basic Water Pokémon who are far more powerful than Seaking. This is a seldomly used card.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.50

STARYU

BASE SET

40HP ➤ LV.15 ➤ #120

Slap gives you 20 Damage for 1 Energy, one of the best Damage-to-Energy ratios in the game. Staryu and Starmie are both Common cards so they're very popular with beginning players, but are solid enough to be useful in more advanced decks.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

STARMIE

BASE SET

60HP ➤ LV.28 ➤ #121

Given a choice between Staryu's **Slap** and Starmie's **Star Freeze**, **Slap** would be the winner due to its low-energy requirement. For this reason, many Water decks use Staryu without Starmie. **Recover** is expensive, but a neat ability for those times when it comes down to the wire and every HP counts.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.10

MAGIKARP

BASE SET

30HP ➤ LV.8 ➤ #129

This weak card is the price you pay for Gyarados. Try not to play Magikarp until you have a Gyarados in your hand. Magikarp's low HP and weak attacks mean that you can't afford to leave him on your Bench for more than a turn.

HA! IT'S ALL MINE! ☑

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.35

MAGIKARP

TEAM ROCKET

30HP ➤ LV.6 ➤ #129

Rapid Evolution into Gyarados is one of the coolest attacks in the game. Get this version into play, pump him full of Water Energy, and Evolve him as soon as you can. Your opponent will never know what hit him!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.75

GYARADOS

BASE SET

100HP ➤ LV.41 ➤ #130

When you think Water, think Gyarados. His attacks are expensive and you have to suffer through the pathetic Magikarp stage to get to him, but he's worth it. **Dragon Rage** is a great attack. He also has a Weakness to Grass instead of the usual weakness to Lightning. He's Resistant to Fighting and has an impressive 100 HP.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £6.25

DARK GYARADOS

TEAM ROCKET

70HP ➤ LV.31 ➤ #130

Ice Beam is a good attack, but not very impressive. The **Final Beam** Pokémon Power is a unique "punitive strike" power that will act as a powerful deterrent, even though it only works half the time. Before your opponent finishes off a Dark Gyarados, they will have to ask themselves if they can survive a **Final Beam**. If played just right, this card can turn a loss into a tie game or buy you the time you need to turn the game around. Hurrah!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £8.35

DARK GYARADOS

PROMO

70HP ➤ LV.31 ➤ #130

This is a Pre-release version of the Team Rocket Dark Gyarados card which was released in April 2000 through the WOTC Pokémon TCG League. It has the same attacks and stats as the Dark Gyarados card and should be used in the same manner. Got that?

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £8.35

LAPRAS

FOSSIL

80HP ➤ LV.31 ➤ #131

Get your hands on four of these as soon as you can and use them in every Water deck you build. 80 HP for a Basic Pokémon is awesome. **Water Gun** is a perfect opening move and can be improved to do as much as 30 Damage. Use **Confuse Ray** as soon as you can. When your opponent is **Confused**, open fire with the **Water Gun** until he goes down.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £7.45

VAPOREON

JUNGLE

80HP ➤ LV.42 ➤ #134

In most cases **Water Gun** is preferable to **Quick Attack**. Since you can power up **Quick Attack** with any kind of Energy, this is a very flexible Pokémon.

80 HP is enough to go toe-to-toe with most opponents – just watch out for Electric types.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £6.20

DARK VAPOREON

TEAM ROCKET

60HP ➤ LV.28 ➤ #134

Bite and **Whirlpool** are only mediocre attacks. With only 60 HP, this is just an average Stage 1 card. The Jungle version is clearly better.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.85

OMANYTE

FOSSIL

70HP ➤ LV.32 ➤ #138

This would be a cool Basic Pokémon, but it's a Stage 1 Evolution so it may not be worth the time and effort needed to get it into play. **Clairvoyance** Pokémon Power is kind of cool, but is only useful if you have cards like the Impostor Professor Oak Trainer card that enable you to act on what you learn.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.15

OMASTAR

FOSSIL

70HP ➤ LV.32 ➤ #139

Stage 2 Pokémon should be able to do much more than this. Look at it this way, would you rather have this guy or a Blastoise? **Spike Cannon** has the potential to be pretty powerful, especially when you consider the fact that it only costs 2 Energy, but the risk of doing no Damage at all makes **Water Gun** the attack of choice. It's the safe option.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.35

ARTICUNO

FOSSIL

70HP ➤ LV.35 ➤ #144

Articuno is strong for a Basic Pokémon, but he requires lots of Water Energy. It's best to use him in an all-Water deck or a deck with a Blastoise who can use **Rain Dance** to give Articuno all the Water Energy he needs. **Blizzard** is an attack for finishing off wounded Pokémon who are hiding out on your opponent's Bench. Unfortunately, though, if you have wounded Pokémon of your own, you could do more harm than good if the coin flip doesn't go your way.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £9.50

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FIGHTING

If you want straightforward Pokémon that are tough and pack a powerful offensive punch, look no further. This category includes all the Fighting, Ground and Rock Pokémon from the Game Boy game. Practically all the heavy-hitting Pokémon (like Hitmonchan and Machamp) are Fighting types.

Since most decks have at least a few Colourless Pokémon in them, Fighting Pokémon are even more useful because most Colourless Pokémon have a Weakness to Fighting types. You'll have to watch out for the high Retreat Costs and the Weakness to Psychic Pokémon though, or it'll be game over.

SPECIALTY:

Heavy-duty Attacks that cause lots of Damage.

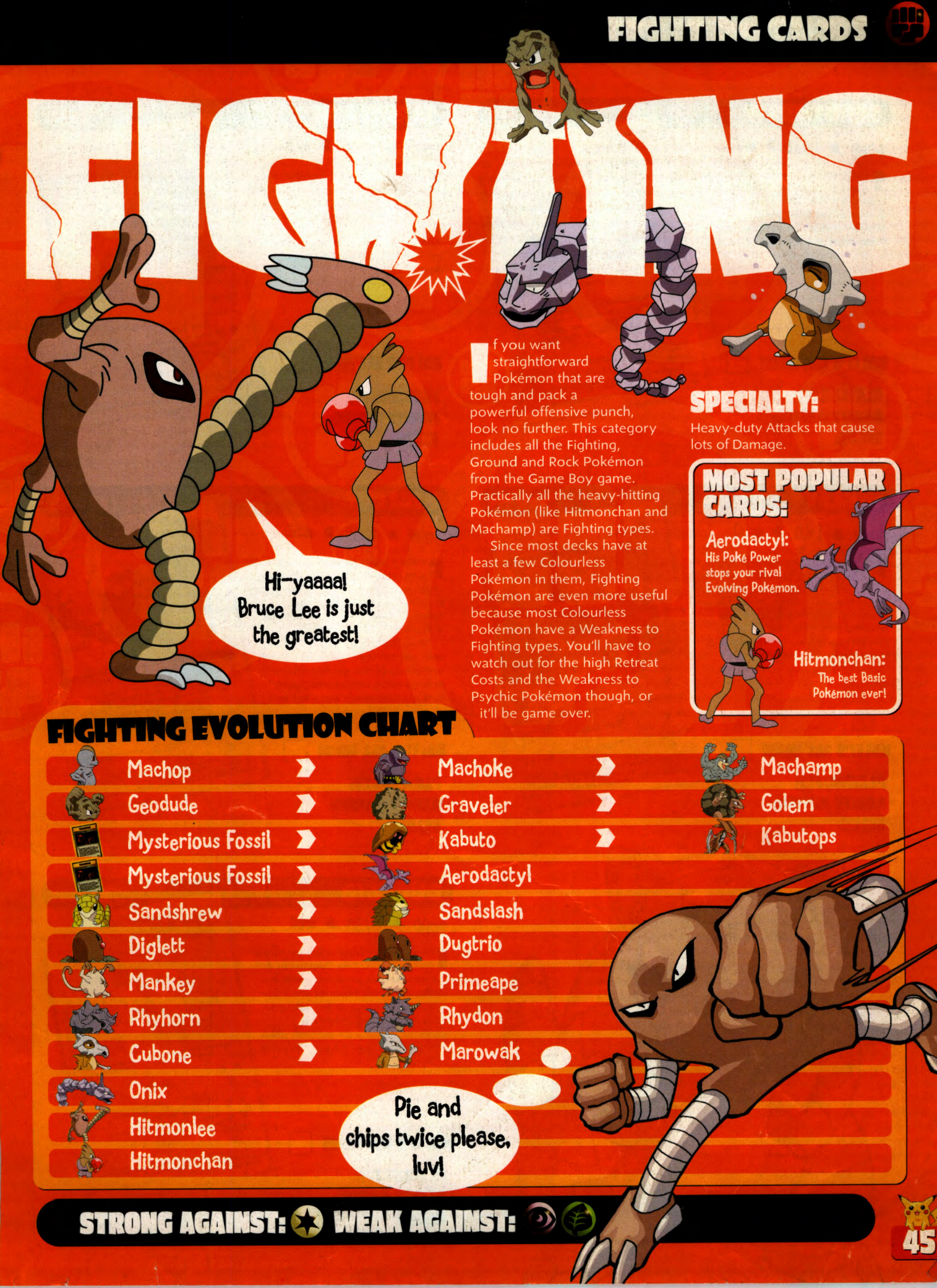
MOST POPULAR CARDS:

Aerodactyl: His Poké Power stops your rival Evolving Pokémon.

Hitmonchan: The best Basic Pokémon ever!

FIGHTING EVOLUTION CHART

Machop	Machoke	Machamp
Geodude	Graveler	Golem
Mysterious Fossil	Kabuto	Kabutops
Mysterious Fossil	Aerodactyl	
Sandshrew	Sandslash	
Diglett	Dugtrio	
Mankey	Primeape	
Rhyhorn	Rhydon	
Cubone	Marowak	
Onix		
Hitmonlee		
Hitmonchan		



STRONG AGAINST: **WEAK AGAINST:**

SANDSHREW

BASE SET

40HP ➤ LV.12 ➤ #27

Sandshrew can be useful in the early stages of a duel. His **Sand-attack** only costs one Energy card, so you can use it as soon as you bring him out, and it has a fifty-fifty chance of stalling the defender. Pretty impressive for a Basic Pokémon.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

SANDSLASH

FOSSIL

70HP ➤ LV.33 ➤ #28

Sandslash is a Stage 1 Evolution that usually isn't worth the effort. His **Slash** attack is mediocre for a Stage 1 Pokémon, while **Fury Swipes** is unreliable. One of the best features of Sandslash is his Retreat Cost of 1, which is low enough to get him into and out of the Active position easily.

HA! IT'S ALL MINE! ☑

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE £0.35

DIGLETT

BASE SET

30HP ➤ LV.8 ➤ #50

Impressive offensive capabilities, but at 30 HP, you have to be prepared to protect Diglett with Defender Trainer cards or pull him out of danger as soon as your opponent counters with something powerful enough to take him out. Fortunately, he has a Retreat Cost of 0. He's a handy chap and no mistake.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

DIGLETT

TEAM ROCKET

40HP ➤ LV.15 ➤ #50

Finally, a Diglett that can dig! **Dig Under** is an excellent attack. The ability to target your opponents Bench can be used to finish off Damaged Pokémon, especially if you crank up the Damage with a PlusPower Trainer card.

Since Diglett has a Retreat Cost of zero, you can store him on your Bench until you need him, get him into the Active position with a Switch Trainer card and then Retreat him when he's done your dirty work.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25

DUGTRIO

BASE SET

70HP ➤ LV.36 ➤ #51

If you have the Fighting Energy in your deck to support him, Dugtrio can dish out some serious punishment with its **Earthquake** attack. However, you'll have to watch your Bench or the backfire will leave your benched Pokémon vulnerable. Instead, use the **Slash** attack until you really need the extra 30 points of Damage.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £2.95

DARK DUGTRIO

TEAM ROCKET

50HP ➤ LV.18 ➤ #51

Sinkhole is an extremely effective Pokémon Power. It limits your opponent's ability to manoeuvre his Pokémon, giving you the upper hand. **Knock Down** is also a powerful attack.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £6.85

MANKEY

JUNGLE

30HP ➤ LV.7 ➤ #56

It's worth putting at least one Mankey in your deck, so you can have a shot at using its **Peek** Pokémon Power. **Peek** can be used from the Bench and will give you a significant edge over your opponent.

Scratch uses Colourless Energy, so you can use Mankey with just about any deck that you choose.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

MANKEY

TEAM ROCKET

40HP ➤ LV.14 ➤ #56

Mischief is a perfect attack for a Team Rocket card. Most of the time it's a useless move, but if your opponent has just used a Pokédex Trainer card, it can upset their strategy.

The **Anger** attack is the only reason to choose this version over the original.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25

PRIMEAPE

JUNGLE

70HP ➤ LV.35 ➤ #57

Primeape is strong, but both of its attacks have serious limitations. **Fury Swipes** can do 60 Damage if you flick three heads, and that a big if. **Tantrum** leaves Primeape confused half the time. Neither is an attractive option. In fact, Primeape is such a disappointing Pokémon that even those players with Mankey rarely evolve him.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.50

DARK PRIMEAPE

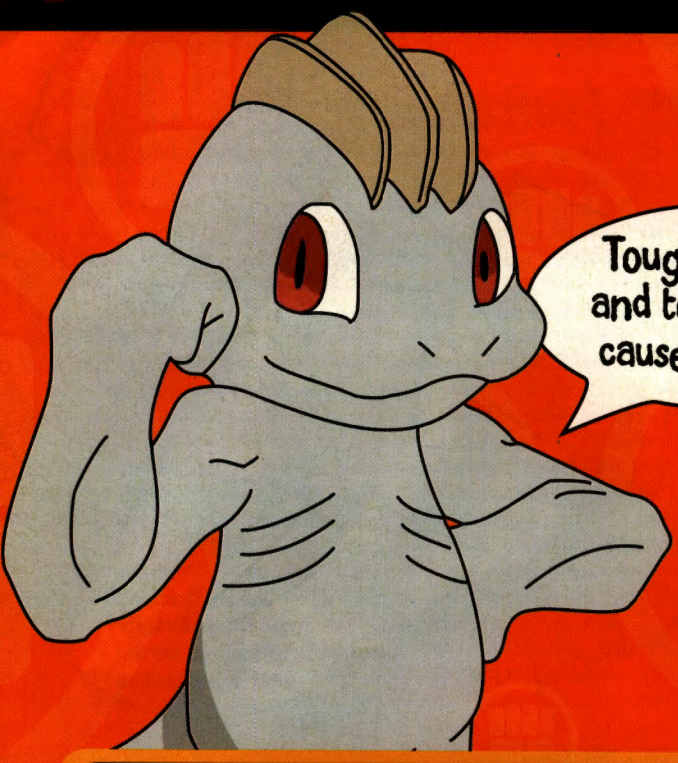
TEAM ROCKET

60HP ➤ LV.23 ➤ #57

The combination of the Pokémon Power, **Frenzy**, and **Frenzied Attack** is dangerous both to your opponent and to Dark Primeape. If you don't mind the risk of knocking yourself out, the possibility of inflicting 70 Damage with a Stage 1 Evolution can be very compelling.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.80



MACHOP

BASE SET

50HP ➤ LV.20 ➤ #66

Machop is everything a Fighting type should be. At 50 HP, he's plenty tough and his **Low Kick** attack has an excellent Damage-to-Energy ratio (you can't get much better than 2 to 1). Hitmonchan is better, but then he can't Evolve...

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.20

MACHOP

TEAM ROCKET

50HP ➤ LV.24 ➤ #66

The Team Rocket version of Machop can do more Damage than the original, but at a much higher cost. This Pokémon also uses Colourless Energy, making Machop more useful in a multicoloured deck. If you're putting together a pure Fighting deck though, you should stick with the Machop from the Base Set.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25

MACHOKE

BASE SET

80HP ➤ LV.40 ➤ #67

Machop gets 30 more HP when he Evolves into Machoke, but his attacks are expensive and limited. **Karate Chop** starts out fine, but if Machoke is Damaged, it isn't much of an improvement over Machop's **Low Kick**.

Submission can inflict serious Damage, but isn't worth taking 20 Damage a shot for. If you want to Evolve Machop, you should consider using a Pokémon Breeder to go directly to Machamp.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.25

DARK MACHOKE

TEAM ROCKET

60HP ➤ LV.28 ➤ #67

The new version of Machoke has 20 less HP than the original, but it has two attacks which you can use to manipulate your opponent's Bench. **Drag Off** does least Damage, but is probably the most useful. The ability to pull a Damaged Pokémon off the Bench every time he attacks could enable you to cause mayhem later in the game.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.75

MACHAMP

BASE SET

100HP ➤ LV.67 ➤ #68

Machamp seems more dangerous than he really is. **Strikes Back** is an interesting Pokémon Power, but it only does 10 Damage so it isn't much of a deterrent. **Seismic Toss** doesn't do any more Damage than Machoke's **Submission**, though at least it doesn't cost HP to use. Unfortunately, in many cases, your best bet is to stick to Machop and skip his Evolutions entirely. Oh dear!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £6.95

DARK MACHAMP

TEAM ROCKET

70HP ➤ LV.30 ➤ #68

When compared to the 100 HP of the Machamp in the Base Set, this new version doesn't seem like a reasonable alternative. **Mega Punch** would be a fine attack for a Basic Pokémon, but it isn't worth Evolving all the way up to Stage 2 for. On the other hand, **Fling** is an incredibly easy way to get rid of your opponent's heavy hitters. It won't score you any knock outs, but it could clear the decks of anything dangerous enough to be a real threat.

HA! IT'S ALL MINE! ☐

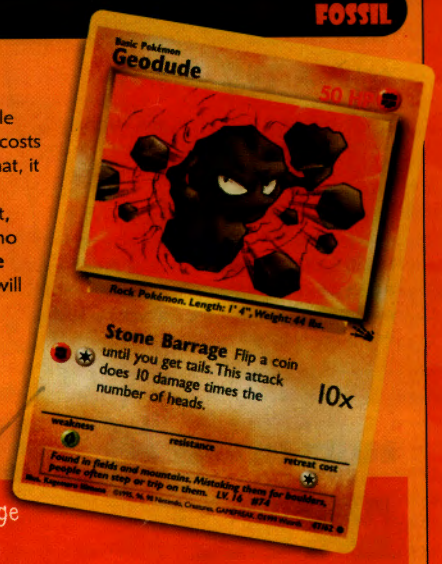
PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £8.75

GEODUDE

FOSSIL

50HP ➤ LV.16 ➤ #74

Statistically speaking, this is a terrible card. It only has one attack and it costs two Energy cards to use. Not only that, it doesn't do anything half the time. However, if you're a gambler at heart, you'll really dig the fact that there is no limit to the amount of Damage **Stone Barrage** can do. Most of the time, it will do 0 to 20 Damage, but it could theoretically do 100 HP or more!



HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.15

GRAVELER

FOSSIL

60HP ➤ LV.29 ➤ #75

Graveler isn't much of an improvement over Geodude. He only gets 10 extra HP and **Harden** is expensive for an attack that can only stall your opponent. **Rock Throw** isn't bad, but Hitmonchan's **Special Punch** is identical and Hitmonchan is a Basic Pokémon.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.35

GOLEM

FOSSIL

80HP ➤ LV.36 ➤ #76

Avalanche is a punishing attack, but it may not be worth going through two Evolutions to get it. **Selfdestruct** is almost guaranteed to wipe out your opponent and some of his Bench, but it will also take out Golem unless you have two Defender Trainer cards ready. You also have to time the **Selfdestruct** carefully or you'll take out your own Bench in the process.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.60

STALLING WALLS: USING POKÉMON AS A DEFENSIVE STALL

"Wall" is a term used by experienced players to describe a Pokémon with lots of HP that can be used to stall your opponent while you charge up and Evolve the Pokémon on your Bench. Basic Pokémon who have powers or attacks that help them resist Damage make ideal walls. A good example of a wall from the Fighting roster is Onix, whose Harden attack will protect it from any attack that does 30 or less Damage. As if that wasn't enough, Onix also has 90HP! Walls can be useful in most decks, but are most important in those that take a while to get going.

ONIX

BASE SET

90HP ➤ LV.12 ➤ #95

The combinatin of 90HP and **Harden** make Onix an ideal "wall" (see "Stalling Walls" page 49 . **Rock Throw** only costs one Energy card so it makes a good first-round attack. Unfortunately, it won't be able to do enough Damage to take out the defender, so get Onix out of the Active position with a Switch Trainer card as soon as you have something better ready to go.

HA! IT'S ALL MINE! ☐

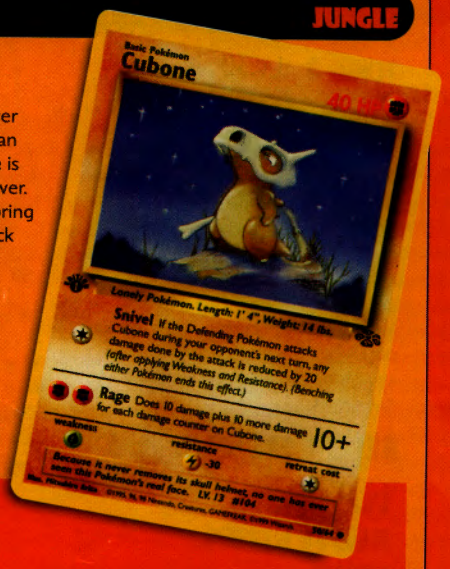
PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

CUBONE

JUNGLE

40HP ➤ LV.13 ➤ #104

Cubone is short on offensive power for a Fighting Pokémon. **Snivel** can be a useful first-round stall, but **Rage** is too limited to deliver reliable firepower. Avoid this card unless you want to bring Marowak and his **Call for Friend** attack into play.



HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

MAROWAK

JUNGLE

60HP ➤ LV.26 ➤ #105

Bonemerang isn't reliable, but it can do lots of Damage if you get lucky, especially for an attack that only costs two Energy cards. **Call for Friend** is the real reason to include Marowak in your deck. This is costly, but worthwhile, because it can help you match the Evolution cards you draw to the Basic Pokémon you need to get them into play.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.50

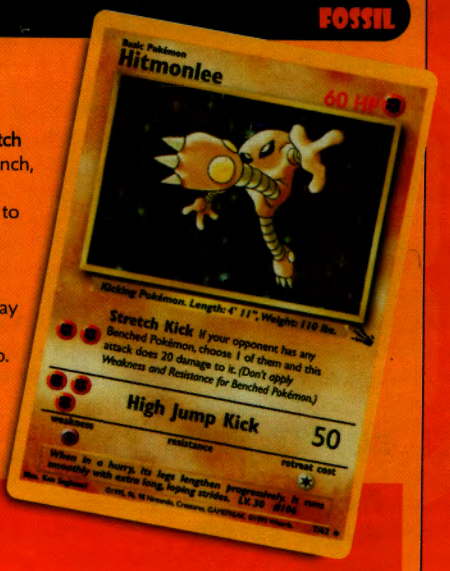
HITMONLEE

FOSSIL

60HP ➤ LV.30 ➤ #106

Hitmonlee is almost as good as Hitmonchan, but not quite. **Stretch Kick** only affects your opponent's Bench, which is useful late in the game, but leaves him without a low-cost attack to pummel the defender.

High Jump Kick does an amazing amount of Damage for a Basic Pokémon, but its Energy cost of 3 may force you to leave Hitmonlee on the Bench while you charge the attack up.



HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £3.25

IT'S CLOBBERING TIME: HOW TO USE HIGH-DAMAGE DECKS

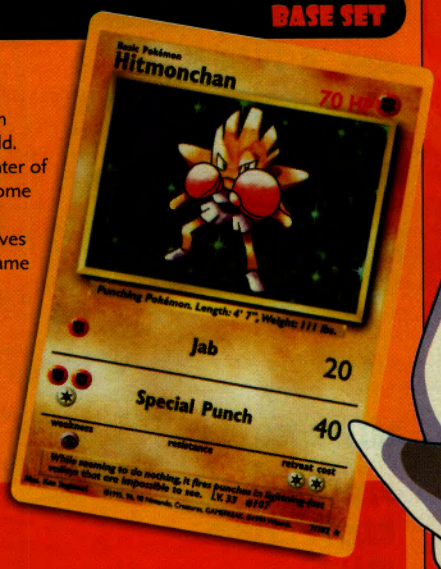
The virtue of Fighting Pokémon cards is obvious enough: they're tough and do lots of Damage. Other kinds of Pokémon have their advantages, but Fighting has a definite edge when it comes to the old-school beat down. To make the most of this advantage, avoid Fighting Pokémon with special abilities (like Kabuto, Mankey, Onix) and those that need lots of Energy (like Dugtrio, Golem, Rhydon). Instead, stick to Fighters that do lots of Damage for relatively little Energy (like, Machop Hitmonchan, Hitmonlee) and you'll be able to inflict more Damage than your opponent during the early stages of the game. Get your basic fighters out and bashing as fast as you can, and use them to cripple the opposition before your rival can get his Pokémon charged up.

HITMONCHAN

BASE SET

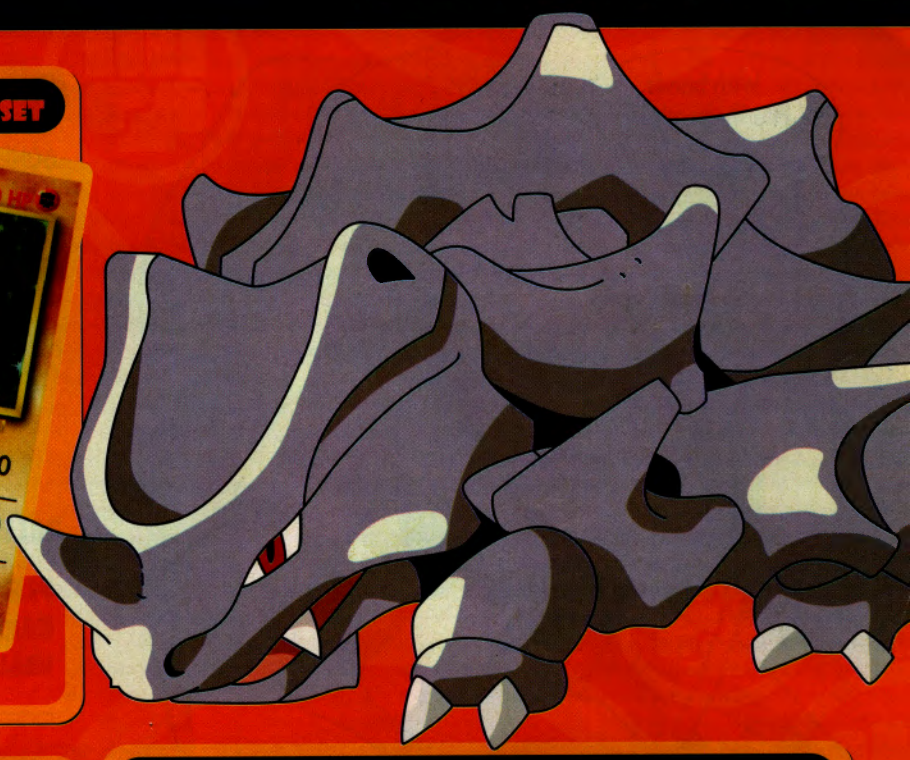
70HP ➤ LV.33 ➤ #107

Get four of these and put all four in every Fighting deck that you build. Hitmonchan is probably the best fighter of all the Fighting types. 70 HP is awesome for a Basic Pokémon, **Jab** is a perfect opening move, and **Special Punch** gives you a heavy attack option for mid-game play. Just perfection!



HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £6.25



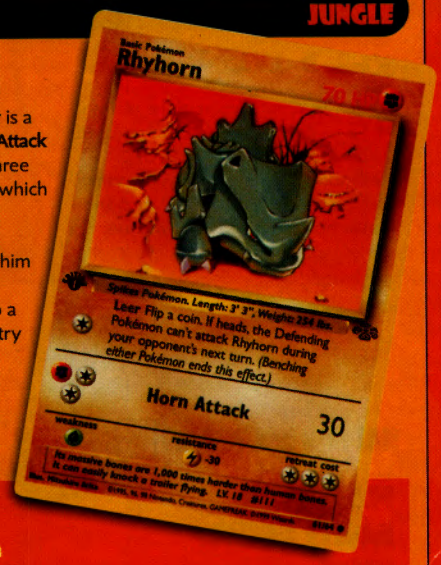
RHYHORN

JUNGLE

70HP ➤ LV.18 ➤ #111

Rhyhorn's 70HP is good, but **Leer** is a stall and you can't use his **Horn Attack** until you play three Energy cards. Three energy cards to power up an attack which only inflicts 30 Damage? Not good.

To make matters worse, he has a Retreat Cost of 3, so once you send him into battle he tends to stay there. If you're trying to Evolve Rhyhorn into a Rhydon, use him as a mini-wall and try to time the Evolution to cure him of Confusion, Paralysis or Poison.



HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

RHYDON

JUNGLE

100HP ➤ LV.48 ➤ #112

It goes withou saying that 100HP is great for a Stage 1 Pokémon, but Rhydon's attacks aren't much of an improvement over those he had as Rhyhorn. **Horn Attack** is exactly the same while **Ram** costs far too much Energy.

Evolve Rhyhorn to get the extra HP, but stick with **Horn Attack**.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

KABUTO

FOSSIL

30HP ➤ LV.9 ➤ #140

Any Stage 1 Pokémon that can only do 10 points of Damage is a waste of space, especially one that only has 30 HP. The **Kabuto Armor** Pokémon Power is interesting, and makes Kabuto a lot more durable, but doesn't change the fact that this card is almost useless.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.15

KABUTO

PROMO

30HP ➤ LV.9 ➤ #140

This version of the Fossil Kabuto card was released in the December 1999 issue of a US magazine. It has the same attacks and stats as the original card and should be used in the same manner.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Rare
VALUE: £1.50

KABUTOPS

FOSSIL

60HP ➤ LV.30 ➤ #141

Sharp Sickle is a solid attack, but unimpressive for a Stage 2 Evolution. **Absorb** requires a major investment of Energy, although it does a respectable amount of Damage. Also, since its healing side effect can keep Kabutops in the Active position for a long time, **Absorb** is well worth the cost.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.95

AERODACTYL

FOSSIL

60HP ➤ LV.13 ➤ #142

Aerodactyl is a Fighting-type Pokémon whose only attack uses Colourless Energy, which makes it useful in any deck. His Pokémon Power is so good it can settle a duel on its own.

Unfortunately, experienced players dread Prehistoric Power and will do anything they can to keep it out of the game, so be prepared to protect the Mysterious Fossil Trainer card long enough to Evolve it.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £9.60

AERODACTYL

PROMO

60HP ➤ LV.13 ➤ #142

This is promo version of the Holofoil Fossil Aerodactyl card was released in October 1999 through the WOTC Pokémon TCG League. It has the same attacks and stats as the Fossil card and should be used in the same manner.

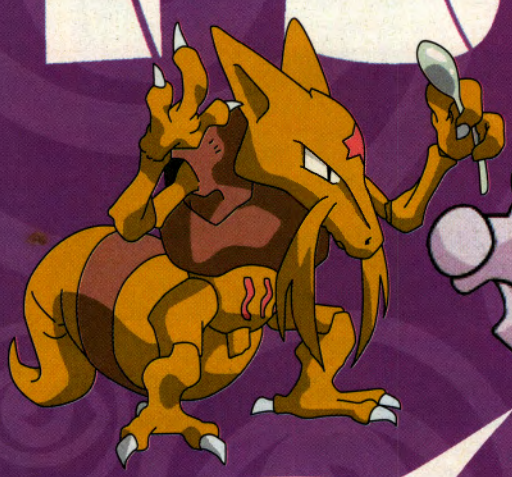
HA! IT'S ALL MINE! ☐

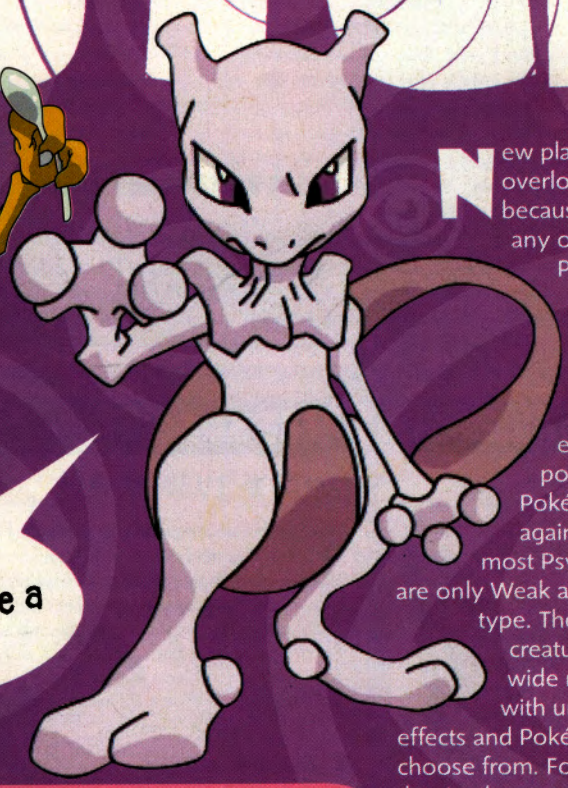
PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £10.75

MYSTERIOUS FOSSILS

Mysterious Fossil is a unique Trainer card that is played as though it were a Basic Pokémon. A Mysterious Fossil can be Evolved into one of three forms: Kabuto, Aerodactyl and Omanyte. This is one of only two cards that has more than one Evolution path (the other is Eevee). Two of the three Stage 1 options are Fighting Pokémon (Aerodactyl and Kabuto). Aerodactyl is clearly the better of the two. Its Prehistoric Power is one of the most prized (and feared) Pokémon Powers in the game. Use it!

PSYCHIC





Hey you! Would you like to be a Mewtwo, too?

New players tend to overlook this category because it doesn't have any of the popular Pokémon they recognise. Get over it and give Psychic a try! Psychic Pokémon are extremely powerful, lots of Pokémon are Weak against them and most Psychic Pokémon are only Weak against their own type. These strange creatures also have a wide range of Attacks with unusual side effects and Pokémon Powers to choose from. For our money, they're the strongest cards.

SPECIALTY:

Psychic types are famed for possessing Attacks with unusual side effects. A good example of their devastating powers is Gengar's Curse ability.

MOST POPULAR CARDS:

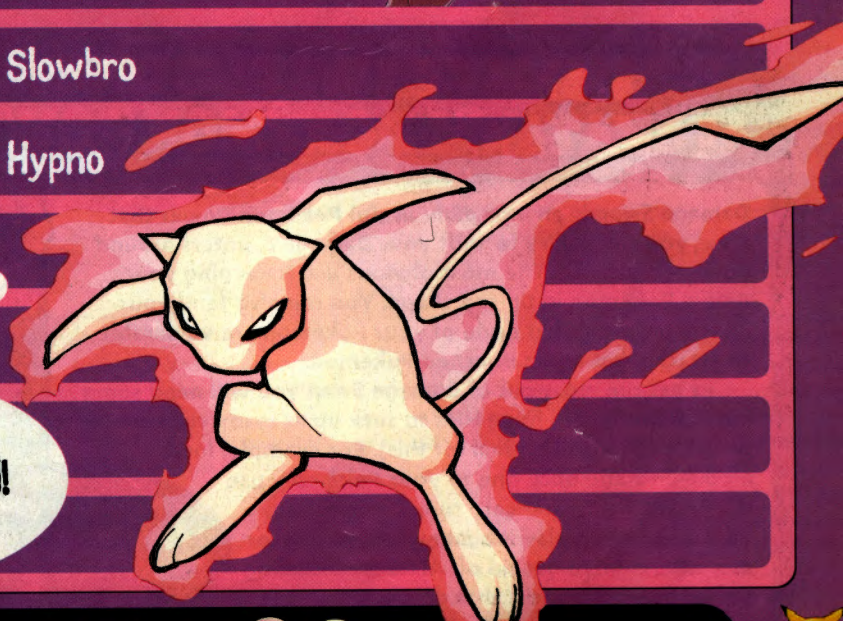
Alakazam: Evil looking, but Damage Swap is awesome!

Mr Mime: Mr Mime will stop your rival Attacking.

PSYCHIC EVOLUTION CHART

Abra	›	Kadabra	›	Alakazam
Gastly	›	Haunter	›	Gengar
Slowpoke	›	Slowbro		
Drowzee	›	Hypno		
Mr Mime				
Jynx				
Mewtwo				
Mew				

C'mon then! I'll have you all! Yaaagggh!



STRONG AGAINST: **WEAK AGAINST:**

ABRA

BASE SET

30HP ➤ LV.10 ➤ #63

Psyshock is good, but with only 30HP to his name Abra is too weak to risk in the Active position for very long. Use his Retreat Cost of zero to get him out of trouble and Evolve him into Kadabra before sending him back into the fray.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

ABRA

TEAM ROCKET

40HP ➤ LV.14 ➤ #63

The Team Rocket version of Abra has 10HP more than his Base Set incarnation. Also, instead of having a Retreat Cost of zero, the Team Rocket Abra has **Vanish** (which has exactly the same effect).

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.20

KADABRA

BASE SET

60HP ➤ LV.38 ➤ #64

Super Psy is awesome. It deals 50HP of Damage at the cost of only three Energy cards, making Kadabra a Psychic powerhouse. **Recover** is only useful if Kadabra has taken a lot of Damage and is fighting an inferior opponent. Watch out for Kadabra's high Retreat Cost though, you may need a Switch Trainer card to pull him out of the firing line.

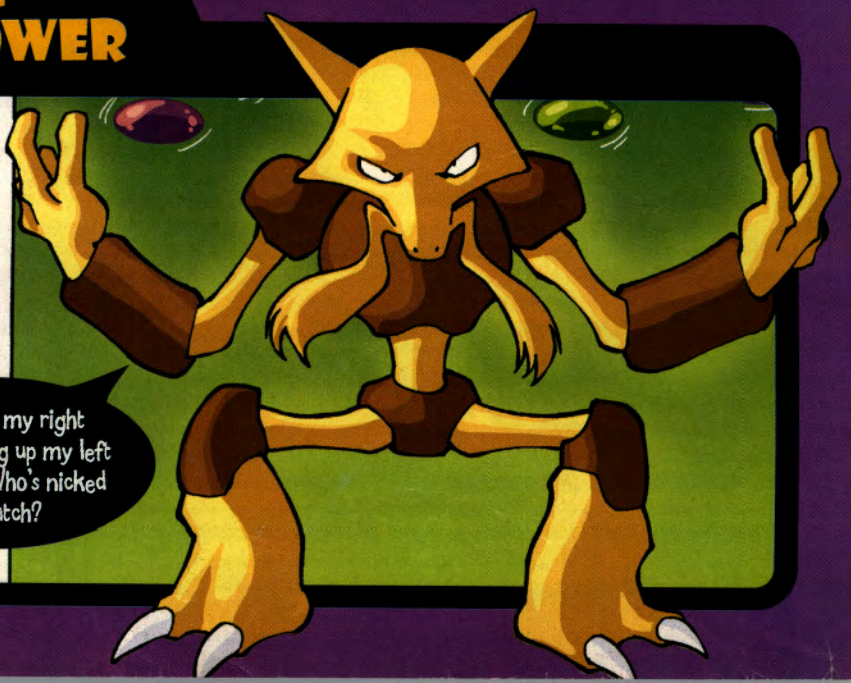
HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Uncommon
VALUE: £0.65

DAMAGE SWAP: USING ALAKAZAM'S POKÉMON POWER

Damage Swap is an incredibly useful Pokémon Power that gives you the ability to shift your Damage counters around however you like. The most obvious use is keeping your Active Pokémon in tip-top shape. You can also tend your Bench, ensuring that none of your Pokémon are vulnerable to attacks that affect Benched Pokémon.

To get the most out of Damage Swap you will need some big Pokémon with huge HP's to suck up as many counters as possible (Chansey is ideal for this). For example, load all the Damage onto one of your Pokémon, use the Scoop Up Trainer card to call it back into your hand, then play it again when you have more Damage to get rid of. Also, try including Pokémon with attacks that do more Damage when they are injured (like Cubone).



DARK KADABRA

TEAM ROCKET

50HP ➤ LV.24 ➤ #64

Matter Exchange is a very useful Pokémon Power. Just be careful that you don't run through your cards too quickly or your deck will run dry and you'll lose the game. Throw in a Nightly Garbage Run Trainer card or two to restock your hand if you find yourself getting low. **Mind Shock** is a great attack, but not as good as the original Kadabra's **Super Psy**.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Uncommon
VALUE: £0.85

ALAKAZAM

BASE SET

80HP ➤ LV.42 ➤ #65

Confuse Ray isn't very impressive for a Stage 2 Evolution, so if you're looking for attack power, stick with Kadabra. Evolve your Kadabra into Alakazam to take advantage of his **Damage Swap** Pokémon Power.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £9.85

DARK ALAKAZAM

TEAM ROCKET

60HP ➤ LV.30 ➤ #65

This is an extremely powerful version of Alakazam. **Teleport Blast** not only hits your opponent for six but it can also get Dark Alakazam out of the line of fire without incurring any Retreat Cost. **Mind Shock** is expensive, but particularly effective against opponents who are normally resistant to Psychic attacks.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £8.50

SLOWPOKE

FOSSIL

50HP ➤ LV.18 ➤ #79

Spacing Out isn't reliable and doesn't do enough to be worthwhile. **Scavenge** is a unique ability, but it's expensive and while it may be useful from time to time, it isn't worth playing Slowpoke to get.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.40

SLOWPOKE

TEAM ROCKET

50HP ➤ LV.16 ➤ #79

Afternoon Nap is an unusual ability, but as it's only use is powering up the pea-shooter of an attack that is **Headbutt**, it hardly seems worth the effort.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.35

SLOWBRO

FOSSIL

60HP ➤ LV.26 ➤ #80

Strange Behaviour is a less useful version of Alakazam's **Damage Swap**. **Psyshock** is a reasonably good attack, but under powered for a Stage 1 Evolution.

All-in-all, you're much better off with Dark Slowbro.

HA! IT'S ALL MINE!

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.40

DARK SLOWBRO

TEAM ROCKET

60HP ➤ LV.27 ➤ #80

Dark Slowbro's **Reel In** Pokémon Power is a great way to replenish dwindling Pokémon reserves. You should wait until you have lost a few of your Pokémon before you use it.

Fickle Attack is (as the name suggests!) unreliable, but **Reel In** is more than adequate compensation.

HA! IT'S ALL MINE!

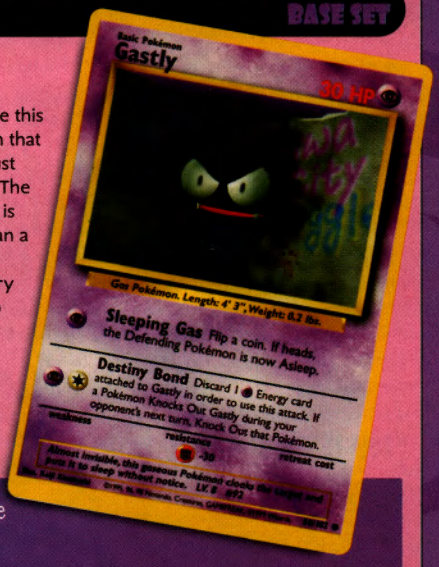
PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £6.99

GASTLY

BASE SET

30HP ➤ LV.8 ➤ #92

There is seldom a reason to choose this version of Gastly over the version that appears in the Fossil deck. 30HP is just plain bad and **Sleeping Gas** is a joke. The only thing this Gastly has going for it is **Destiny Bond**, which is little more than a delaying tactic. And as **Destiny Bond** costs you 1 Psychic Energy card every time you use it, you won't be able to delay your opponent for long.



HA! IT'S ALL MINE!

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.10

GASTLY

FOSSIL

50HP ➤ LV.17 ➤ #92

This Gastly is better than the Base Set version in every way. **Lick** is an excellent first-strike attack and **Energy Conversion** can also be very useful if you start running short of Energy cards midway through the game.

In fact, if your deck features lots of high Energy Pokémon it might be worth using **Energy Conversion** a couple of times before you Evolve Gastly into Haunter.

HA! IT'S ALL MINE!

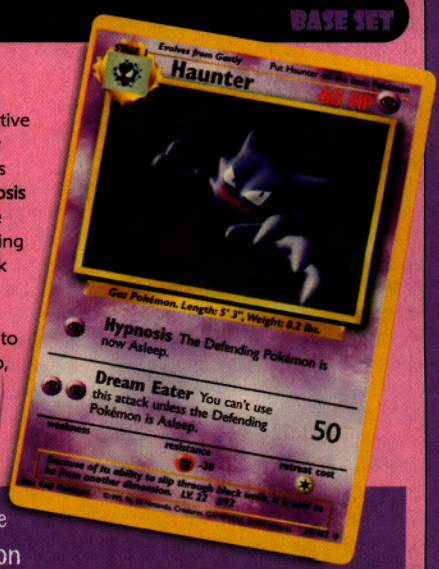
PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.35

HAUNTER

BASE SET

60HP ➤ LV.22 ➤ #93

Dream Eater should be more effective than it is. Unfortunately, it is only effective if the Defending Pokémon is Asleep. Sure, Haunter can use **Hypnosis** to put the Defender to Sleep, but the chances of a Sleeping Pokémon staying Asleep long enough for you to attack with **Dream Eater** is only one in four. You could use the Sleep Trainer card from the Team Rocket expansion set to get around this problem, but even so, there are lots of better Pokémon to choose from.



HA! IT'S ALL MINE!

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.50

HAUNTER

FOSSIL

50HP ➤ LV.17 ➤ #93

The Fossil version of Haunter is better than the one in the Base Set, but not by much. His **Transparency** Pokémon Power makes him more durable than his 50HP suggests, but his only attack isn't very powerful. Use him as a "wall" (see page 49) to stall your opponent while you charge up your other Pokémon.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Holofoil
VALUE: £5.75

GENGAR

FOSSIL

80HP ➤ LV.38 ➤ #94

Gengar's Pokémon Power, (**Curse**) and his attack, (**Dark Mind**), are both great ways to pick off Damaged opponents. If you get lucky and play it just right, Gengar can take out three Pokémon in a single round (One with **Curse**, one with **Dark Mind**, and one with **Dark Mind**'s secondary effect).

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £8.50

DROWZEE

BASE SET

50HP ➤ LV.12 ➤ #96

Drowzee is an unremarkable Pokémon. Although his **Pound** attack can work as a first-round attack, there isn't really much to work with. Get **Confuse Ray** up and running as fast as you can.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

CREATIVE CURSES: MANIPULATING DAMAGE COUNTERS TO YOUR ADVANTAGE

Gengar's Pokémon Power (Curse), gives him the ability to move one Damage counter a turn between any two Pokémon. The simplest way to make use of Gengar's Power is to move one Damage counter from your Active Pokémon onto your opponent's monster. You can also use this Power to weaken your rival's Benched Pokémon.

In some cases, you may benefit from damaging your own Pokémon. There are Pokémon, like Jynx, who do more Damage when they have Damage counters on them. By moving Damage counters with Curse, you may be able to give them the edge they need to take out the defender.

DROWZEE

TEAM ROCKET

50HP ➤ LV.10 ➤ #96

The Team Rocket Drowzee card's main attack (**Nightmare**) is not as good as **Confuse Ray**, while his Pokémon Power (**Long-Distance Hypnosis**) is superior to the Base set Drowzee's **Pound**. So all-in-all, not much of an improvement.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.30

HYPNO

FOSSIL

90HP ➤ LV.36 ➤ #97

Prophecy would have made a better Pokémon Power. You shouldn't have to waste a whole attack for **Prophecy's** limited effect. **Dark Mind** is an expensive, but solid, attack and the ability to pick away at your opponent's Bench will keep you rival on his toes.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £6.35

DARK HYPNO

TEAM ROCKET

60HP ➤ LV.26 ➤ #97

This is an extremely powerful card. **Psypunch** is a solid first-strike attack and **Bench Manipulation** will force your opponent to play the game differently. Any attack that has the potential to do 100 points of Damage a round is devastating enough, but Dark Hypno's **Bench Manipulation** attack actually punishes the your opponent for having a full Bench!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £6.99

MR. MIME

JUNGLE

40HP ➤ LV.28 ➤ #122

Mr. Mime's **Invisible Wall** Pokémon Power can keep almost any Pokémon at bay while you work on your Bench. Only Muk's **Toxic Gas** Pokémon Power and the **Goop Gas Attack** Trainer Card from the Team Rocket have the power to shut down **Invisible Wall** and leave Mr. Mime defenceless.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £7.95

JYNX

BASE SET

70HP ➤ LV.23 ➤ #124

On the one hand, a Basic Pokémon with 70 HP is good for a Psychic type. On the other, **Doubleslap** is unreliable and **Meditate** is too expensive. Use Alakazam's **Damage Swap** to pump up **Meditate** and you can do as much as 80HP of Damage a round.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.65

MEWTWO

BASE SET

60HP ➤ LV.53 ➤ #150

Base set Mewtwo's two attacks leave a lot to be desired. **Barrier** is an expensive way to stall your opponent, while **Psychic** only really works if you're fighting an Energy-hungry Pokémon.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.50

MEWTWO

PROMO

70HP ➤ LV.60 ➤ #150

This promo from *Pokémon: The First Movie* is a big improvement over the Base Set card. This Mewtwo's **Energy Absorption** attack is very useful and can be worked into lots of different trick decks. **Psyburn** may not have the open-ended Damage potential that **Psychic** does but it is more reliable. Given a choice, we would use this variant every time. And that's saying something.

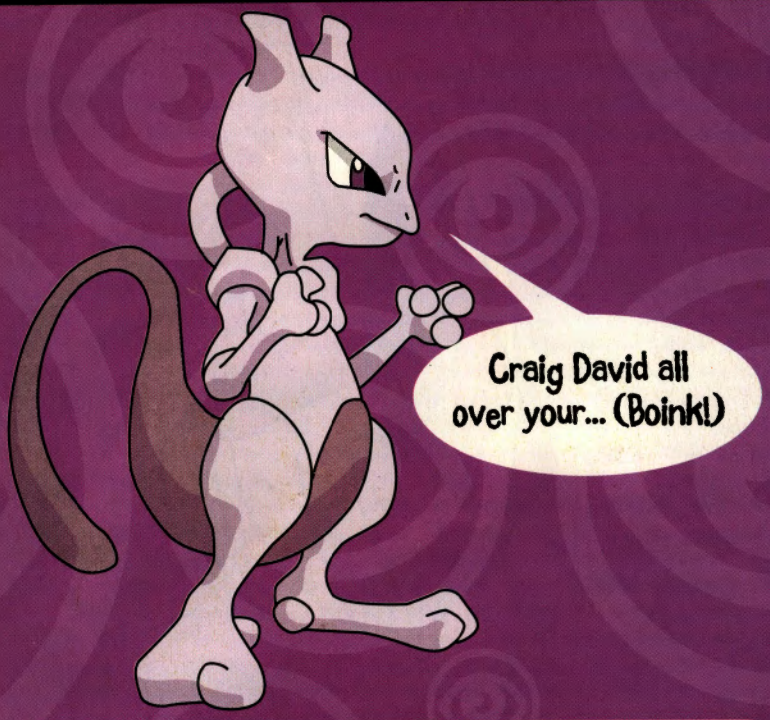
HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £2.50

SWEET DREAMS: PUTTING OPPONENTS TO SLEEP

Putting a Pokémon to Sleep usually isn't very useful as your opponent gets a chance to wake him up at the end of every turn. Basically then, you're rival's monster is unlikely to stay in the land of nod long enough for you to hurt him. So if you want to make the most of Haunter's Dream Eater you'll need a few tricks up your sleeve. What are you going to do?

Fortunately, there are a few new cards that can help you make sure the Defending Pokémon is Asleep when you need him to be. The Drowzee from the Team Rocket expansion has a Pokémon Power called Long-Distance Hypnosis that has an evens chance of putting the Defending Pokémon to Sleep. There's also a Trainer card called Sleep! that has the same effect. Get Haunter into the Active Position with these cards backing you up and you're away.



MEWTWO

PROMO

60HP ➤ LV.30 ➤ #150

This promo Mewtwo card was given away with a copy of a US magazine. Stat wise it's clearly inferior to the movie promo (10 less HP) and it's **Energy Control** and **Telekinesis** attacks are poor.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £8.50

MEWTWO

PROMO

50HP ➤ LV.18 ➤ #150

This promo Mewtwo comes free with the video/DVD release of *Pokémon: The First Movie*. It has the same attacks and stats as the movie promo card and should be used in the same manner.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £3.00

MEW

PROMO

50HP ➤ LV.23 ➤ #151

This promo Mew card was released in January 2000 through the WOTC Pokémon League. **Devolution Beam** is very similar to the **Devolution Spray** Trainer card except it can target your opponent's Benched Pokémon.

Psywave can be a devastating attack if used against a Pokémon that requires lots of Energy. Try to get Mew into play against Energy-hungry cards like Blastoise or Charizard.

HA! IT'S ALL MINE! ☐

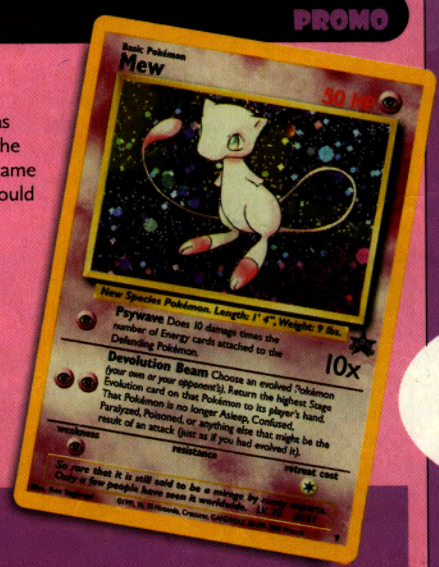
PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £2.00

MEW

PROMO

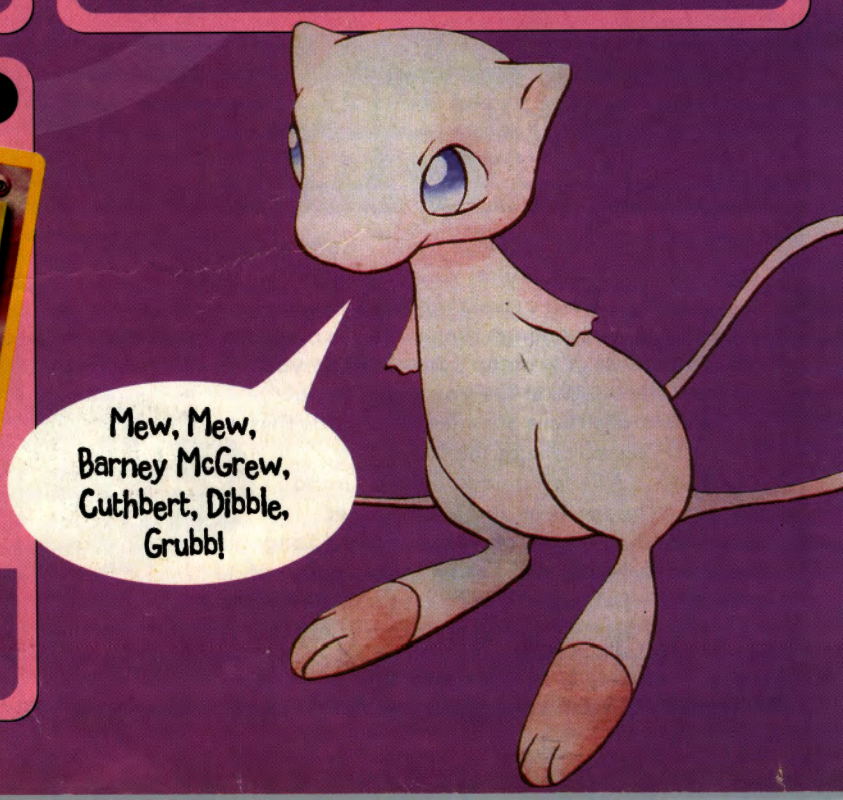
50HP ➤ LV.23 ➤ #151

This promo holofoil Mew card was released in April 2000 through the WOTC Pokémon League. It has the same attacks as the January promo and should be used in the same manner.

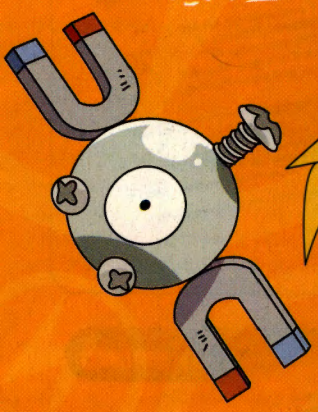


HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £3.50

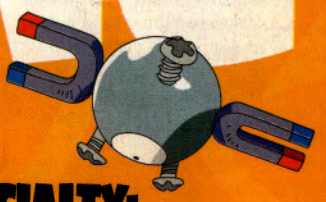


LIGHTNING



Look at me, ma! I'm on the telly!

This is one of the smallest categories of Pokémon, and is popular because of two cards: Pikachu and Zapdos. Pikachu is the most popular Pokémon (so far) and is represented in the Trading Card game by a host of variants. None of the Pikas are all that powerful, but players love seeing him in their decks. Players love seeing Zapdos too, but for an entirely different reason. Zapdos is a Flying type Pokémon with an attack called Thunderbolt that does an amazing 100 points of Damage. Unfortunately, Lightning Pokémon need lots of Energy so it can be hard to include them in a multicoloured deck.

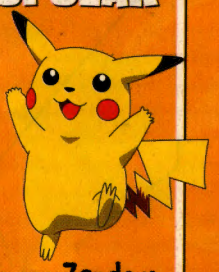


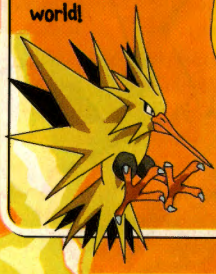
SPECIALTY:

The specialities on the Lightning menu are Attacks that enable you to take on your opponent's Bench (like Magnemite, Magneton and Electrode).

MOST POPULAR CARDS:

Pikachu: The most popular rodent in the world!





Zapdos: A star of the new movie and important here!

LIGHTNING EVOLUTION CHART

Pikachu	➤	Raichu
Magnemite	➤	Magneton
Voltorb	➤	Electrode
Eevee	➤	Jolteon
Electabuzz		
Zapdos		

Perhaps I shouldn't have taken that bath...

STRONG AGAINST: **WEAK AGAINST:**

PIKACHU — BASE SET

40HP ➤ LV.12 ➤ #25

You need Pikachu to get to Raichu and this version of Pikachu is pretty good, although it doesn't compare to cards like Electabuzz. The Colourless Energy requirement for **Gnaw** is a nice touch and makes him the Pika to pick for your multicoloured decks. If you are looking to Evolve your Pika, only use his **Thunder Jolt** in emergencies. At 40HP the backfire can be a real problem.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

PIKACHU — JUNGLE

50HP ➤ LV.14 ➤ #25

If you're building a pure Lightning deck, this Pikachu should be your pick. He's 10HP tougher than the version in the Base Set and his attack doesn't backfire. The only downside is the lack of a first-turn Attack. You'll need at least two turns to get **Spark** rolling.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

PIKACHU — PROMO

40HP ➤ LV.12 ➤ #25

This promo "red-cheeked" Pikachu card was released at the 1999 Electronic Entertainment Expo (E3) convention. It has the same attacks as the Base Set card and should be used in the same manner.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £15.50

PIKACHU — PROMO

60HP ➤ LV.16 ➤ #25

This promo Pikachu card was released through the WOTC Pokémon League. At 60HP this Pikachu variant is tough, but his attacks aren't all that great. **Growl** is an unimpressive stall. **Thundershock** isn't too bad, but the Base Set version can do 30 Damage and it can use Colourless Energy to attack. Reserve this Pika for Paralysis-theme decks.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £7.99

PIKACHU — PROMO

50HP ➤ LV.14 ➤ #25

This version of the Jungle Pikachu card was released in the September 1999 issue of a US magazine as a promotional insert. It has the same attacks and stats as the Jungle Pikachu card and should be used in the same manner.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £4.85

PIKACHU

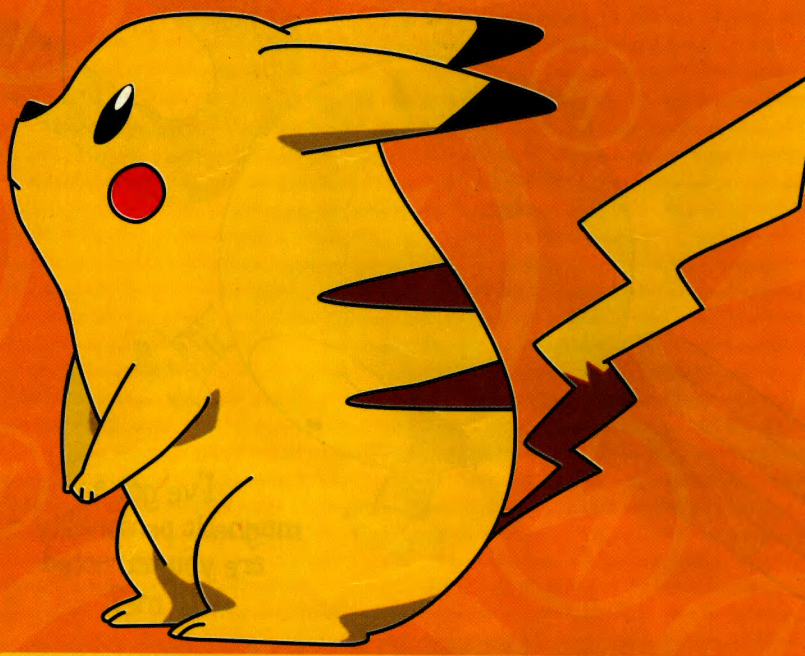
PROMO

50HP ➤ LV.13 ➤ #25

This promo Pikachu from *Pokémon: The First Movie* can do 50 points of Damage. It has to discard all of its Energy to do it, but if it uses **Recharge**, it can theoretically **Thunderbolt** every other turn. The only downside to this variant is its lack of a low-cost attack.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £4.55



RAICHU

BASE SET

80HP ➤ LV.40 ➤ #26

Raichu's 80HP and temporary invulnerability (which comes with his **Agility** attack) make him one of the toughest Lightning Pokémon in the game. His attacks are expensive, so he'll probably only come into play late in the game, but he's worth the wait. The **Thunder** backfire can be devastating so stick with **Agility** unless you need the extra Damage to win the duel.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £9.25

RAICHU

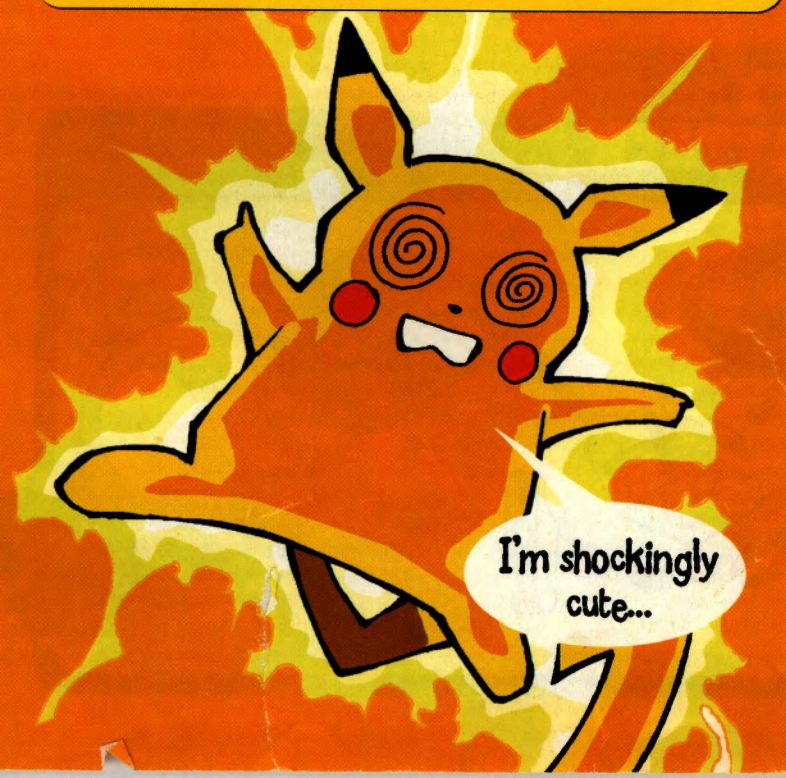
FOSSIL

90HP ➤ LV.45 ➤ #26

Don't even think about using this version of Raichu with anything but a pure Lightning deck. He's 10HP tougher than the one in the Base Set, but **Gigashock** is only worth the investment of 4 Lightning Energy if part of your strategy is attacking your opponent's Bench. Most of the time you should avoid using this version. Stick with the Raichu from the Base Set.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.45



DARK RAICHU

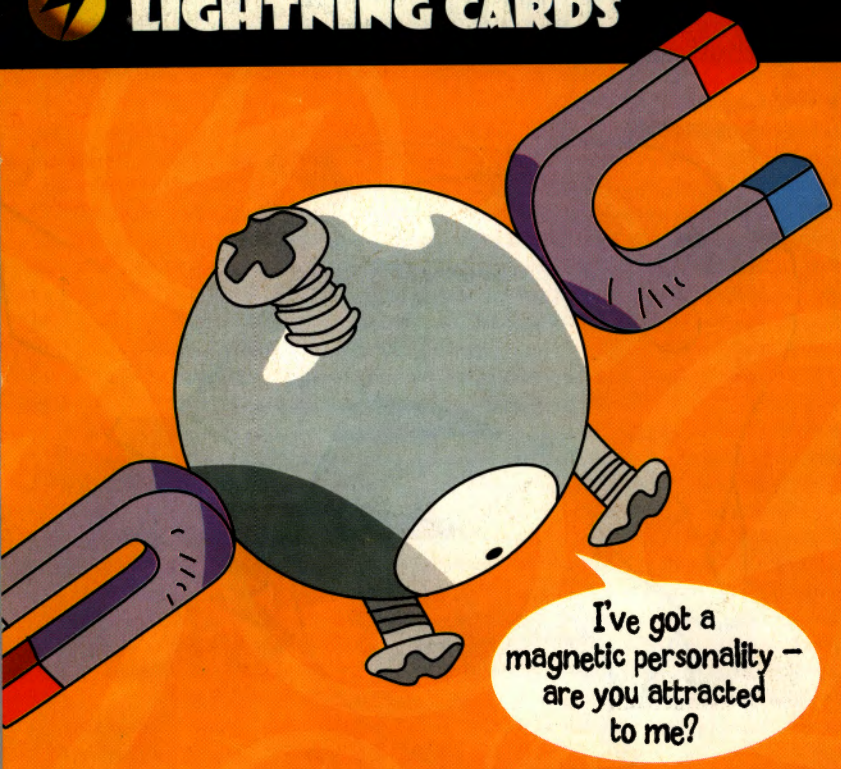
TEAM ROCKET

70HP ➤ LV.31 ➤ #26

The Raichu from the Base Set is much better that this Team Rocket version. Dark Raichu only has one Attack and it only does 30 Damage at a cost of three Lightning Energy. Very disappointing.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £25.00



MAGNEMITE

BASE SET

40HP ➤ LV.13 ➤ #81

Thunder Wave is a good attack and is inexpensive enough to be a useful opening move. **Selfdestruct** is tricky. You have to be very careful when you use it or it will do more harm than good. You can protect Magnemite from its own **Selfdestruct** attack with Defender Trainer cards, but the Trainer card won't protect your Bench. Beware!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

MAGNEMITE

TEAM ROCKET

40HP ➤ LV.12 ➤ #81

The Team Rocket expansion brings us a Magnemite that doesn't explode. Instead of the traditional **Selfdestruct** attack, Magnemite has **Magnetism**. This interesting attack will do serious Damage if you have lots of Magnemite and Magneton on your Bench.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.35

MAGNETON

BASE SET

60HP ➤ LV.28 ➤ #82

You should only use this Pokémon if you really like the idea of blowing up your opponents with an 80 point **Selfdestruct**. **Thunder Wave** is a decent attack, but it's expensive for what it is.

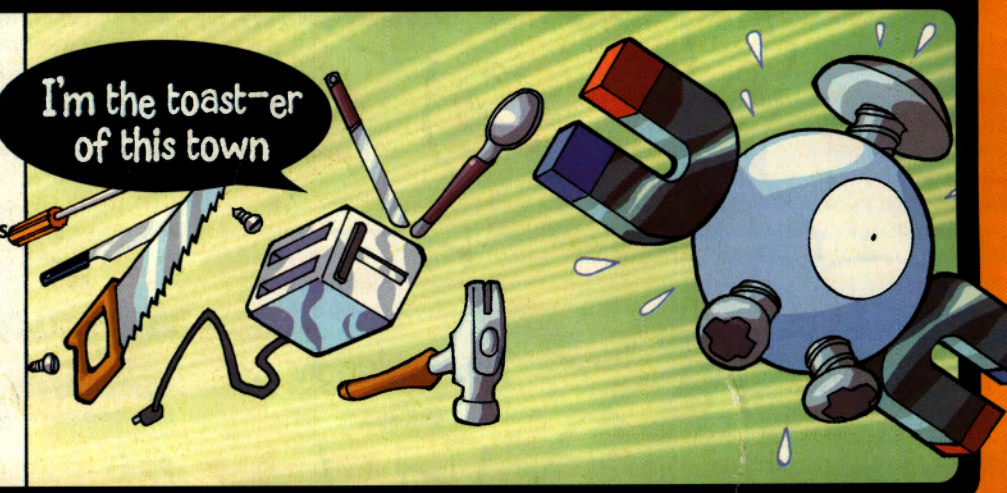
HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Holofoil
VALUE: £6.25

MAGNETIC PERSONALITY: MAGNEMITE'S MAGNETISM ATTACK

The new Magneton included in the Team Rocket expansion set has an attack called Magnetism that does 10 Damage for every Magnemite, Magneton and Dark Magneton on your Bench. If you can load your Bench with these cards, Magnemite can do an incredible 60 points of Damage per round!

This is a tricky manoeuvre, but not impossible. In order to get the most out of Magnetism, include Pokéball Trainer, Computer Search, Pokémon Trader, Nightly Garbage Run, Recycle and Revive Trainer cards in your deck.



MAGNETON

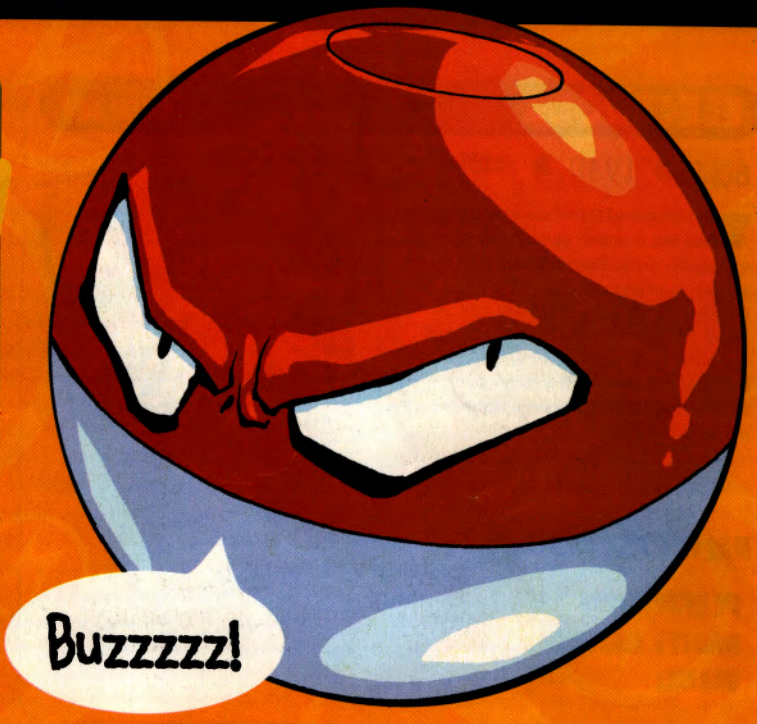
FOSSIL

80HP ➤ LV.35 ➤ #82

When you compare the Fossil version of Magneton to the one that comes in the Base Set, it's obvious that this version is better suited to decks that only use Lightning Energy. Its **Selfdestruct** is more powerful than the Base version, but requires four Energy cards as opposed to the two Lightning/two Colourless card requirement of the original. Humph.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Holofoil
VALUE: £5.85



DARK MAGNETON

TEAM ROCKET

60HP ➤ LV.26 ➤ #82

The Team Rocket expansion brings us a Magneton that doesn't explode. Instead of the traditional **Selfdestruct**, Dark Magneton has **Magnetic Lines**, a new attack with lots of interesting possibilities. 30 Damage isn't bad to begin with, but the ability to rob your opponent of Energy is an added bonus.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.25

VOLTORB

BASE SET

40HP ➤ LV.10 ➤ #100

Voltorb has only one attack and it only does 10 Damage. Steer clear of this card unless one of the Electrode cards seems like the perfect addition to your deck. If you must use Voltorb, Evolve him as quickly as you can.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.10

VOLTORB

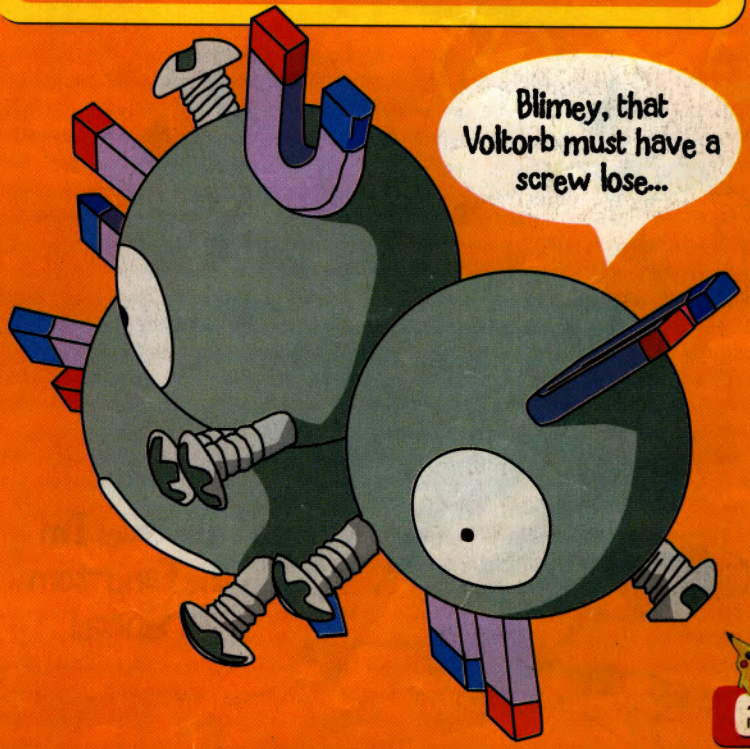
TEAM ROCKET

40HP ➤ LV.13 ➤ #100

The only difference between this version of Voltorb and the original, is an attack that does 20 points of Damage instead of 10. But it's a vital change. This is a better card, pure and simple.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25



ELECTRODE

BASE SET

80HP ➤ LV.40 ➤ #101

This version of Electrode is much better than the one that comes in the Jungle expansion deck. **Electric Shock** packs a serious punch and the possibility of a 10 Damage backfire isn't anything that an 80HP Pokémon can't deal with. **Buzzap** is a great Pokémon Power which can help pay for some of the expensive attacks that are part of every Lightning deck.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £0.75

ELECTRODE

JUNGLE

90HP ➤ LV.42 ➤ #101

With only two mediocre attacks this Electrode doesn't seem worth the effort. But as the **Tackle attack** only requires Colourless Energy, it's good for multicoloured decks. **Chain Lightning** is also kind of interesting, but it's expensive and has some restrictions that makes it less useful than it would have been if it always affected your opponent's Bench. Boo!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £6.20

DARK ELECTRODE

TEAM ROCKET

60HP ➤ LV.24 ➤ #101

A pointless and shockingly inefficient variation on the Electrode from the Base Set– that's Dark Electrode. **Rolling Tackle** is only useful if you're low on Energy. **Energy Bomb** does a reasonable amount of Damage but strips your Electrode of Energy, leaving your Active Pokémon defenceless. There may be some weird way to exploit this effect, but it's just not worth it.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.75

ELECTABUZZ

BASE SET

70HP ➤ LV.35 ➤ #125

Make room for four of these cards in your Lightning deck whenever you can. 70HP makes Electabuzz an extremely tough card, **Thundershock** is a great opening attack, and **Thunderpunch** is a powerhouse for an Unevolved Pokémon. It's a great little card.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £2.95

ELECTABUZZ

PROMO

60HP ➤ LV.20 ➤ #125

This promo Electabuzz from *Pokémon: The First Movie* is a terrible variant of the Base set card. It might be useful as a stall card, but if you have one of these cards, we'd advise you to tuck it in a protective sleeve and put it away.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £5.95

JOLTEON

JUNGLE

70HP ➤ LV.29 ➤ #135

Pin Missile is a more powerful than **Quick Attack** but you'll find **Quick Attack** more useful for two reasons. First, it only requires Colourless Energy, so it can be used with a wide variety of decks. Second, it is guaranteed to do at least 10 Damage, so if your opponent is down to 10 use it instead of risking a zero Damage **Pin Missile** attack.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.90

DARK JOLTEON

TEAM ROCKET

50HP ➤ LV.23 ➤ #135

This new version of Jolteon abandons the signature **Pin Missile** attack of the original but doesn't have anything to make up for the loss. **Lightning Flash** is a good deal but **Thunder Attack** carries a fifty-fifty chance of backfire, which makes it a lot less appealing. Stick with Jolteon from the Jungle set.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Uncommon
VALUE: £0.85

ZAPDOS

BASE SET

90HP ➤ LV.64 ➤ #145

Thunderbolt is one of the most powerful attacks in the game, but having to dump at least four Energy cards every time you use it is a crippling restriction. **Thunder** costs just as much and carries an evens chance of backfiring. Blowing your opponent to atoms with a 100-point **Thunderbolt** is lots of fun, but strategically speaking, there are better ways to spend your Energy.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £9.25

ZAPDOS

FOSSIL

80HP ➤ LV.40 ➤ #145

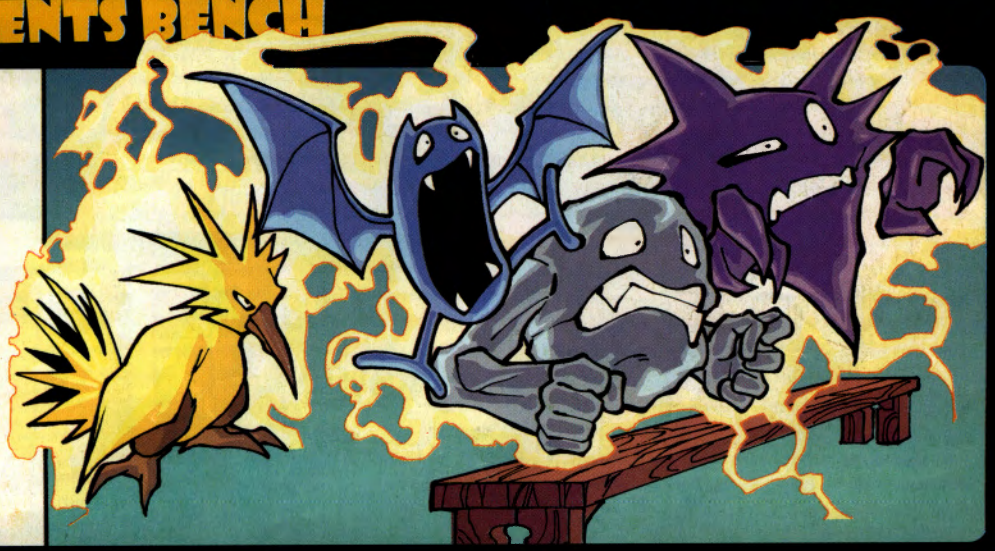
If you're playing a pure Lightning deck with lots of Energy in it, you should probably have one of these cards. Many Lightning Pokémon can affect Benched Pokémon, but only **Thunderstorm** can do 20 Damage to all of them. There is a chance of backfire, but it's well worth creating a battlefield where none of your opponent's Pokémon are safe.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £8.75

CLEARING THE BENCH: ATTACKING YOUR OPPONENTS BENCH

Some Lightning types' attacks have special abilities that effect Benched Pokémon. Since most Trainers use the Bench to shift injured Pokémon out of the Active position and heal them, this can be devastating. If your opponent doesn't maintain a strong Bench, an attack that does as little as 10 points to a Benched Pokémon can be enough to take an injured Pokémon out.
Take advantage of these powers frequently and you'll win the game for sure.



ROGUE T

Get your bearings with our guide to the wacky world of trading...

If you think completing a killer collection means simply swapping with your mates in the playground, think again. Because if you want to find something better than a dozen Basic Bulbasaurs, you'll need to enter a world more ruthless than the London Stock Exchange on Black Monday. Are you up to it?

Of course you are! But first you must decide exactly what kind of Poke-maniac you are: a collector or a player.

If you think playing with the cards gets them dirty and reduces their value, you're a collector. If you love building up a brilliant deck to beat the pants off your mates, you're a player. Or you may be a bit of both.

Either way, you'll need to be serious about it. Bear in mind that it takes a lot of time and money to build up a decent collection; so if mum and dad aren't prepared to stump up the cash, it's time to start that paper round or part-time job.

Meanwhile, our trading card dojo will tell you all you need to know.

COLLECTORS WANNA CATCH 'EM ALL?

So you've decided to be a collector, eh? Well done. Your goal from now is clear: complete a full set of pristine condition cards to make your mates greener than the Incredible Hulk on an all-sprout diet.

The first step is to forget about preconstructed decks. They contain a lot of repeated cards, which is great for a player but useless for a collector. Instead, you're going to need some booster packs.

After a while, you'll start to find that you keep getting the same old cards. Now it's time to seek out like-minded folk. Try looking at noticeboards in schools, colleges, libraries or community centres; or search the Internet for local clubs or societies. Try your local high street, too. Big stores like Game, Woolworths or Electronics Boutique regularly hold trading card events. Also, keep an eye out for comic shops or role-playing game specialists like Games Workshop, as they frequently hold regular trading events. Hurrah!

Going along to your first card game session will be a bit like your first day at a new school: everybody else seems to know what they're doing except you.

One trick is to seek out the players. They're more interested in finding cards to complete certain decks, and you might have the ones they need. Unless you're a player too, try trading your repeated cards with them.

Next, try searching out single cards instead of trading by bulk. Many smaller shops will split packs for you to pick and choose, or sell cards individually. But beware of being ripped off. Some stores sell single rare cards for as much as £20 – so keep your guard. Set yourself a budget and stick to it. (See the prices given in this mag for a guide to how much you should pay for each card.)

Pop along to a trading event and this is what you should expect to see. Finding the cards you want in other people's hoards is like trying to find the gold at the end of a rainbow. Just pray your trading buddy is as organised as the owner of these smart albums!

It might be a good idea to invest in a few of these – available from most good toy shops – to keep your cards dust and fingerprint free.

TRADER

PLAYERS LET THE BATTLE COMMENCE!

If you think collecting is for cissies, or you want to do something fun with that massive collection, step right up, soldier. It's time to become a player, and build a killer deck.

A good starting point are the preconstructed packs that you can buy in the shops, as they enable you to focus your hand around an element of your choice. You don't have to start with one of these sets though. You can create your own completely from scratch.

However, if you are determined to build your own fighting deck, do think it through before you start splashing the cash. Make sure that you have a picture in your mind of how your deck will defeat your competitors' and of any weaknesses it might have. Check out our Dream Decks for examples (see pages 13-17).

Remember that it's better to spend money on a specific Uncommon card rather than trading half your collection away, or buying buckets of boosters in the vain hope of finding some useful cards.

Two Pokémon card battlers attempt to put each other off their game by wearing vomit-inducing shirts.

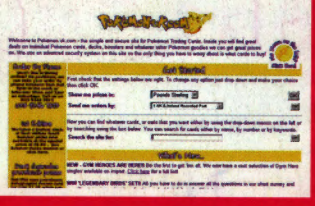
NET YOURSELF A CARD!

If you've followed our instructions to the letter and still no-one seems to have the card you need, then it's time to hit the Information Superhighway.

You'll find loads of top sites, which enable you to buy cards direct over the Internet but you'll need a credit or debit card to do it. Here's our top five sites:

1 www.pokemon.uk.com

Allows you to buy pretty much any card you like (provided it's in stock) plus is chocked-full of tips and info. You can spend a lot of money here if you're not careful. Argghh!



2 www.scrollock.co.uk/pokemon

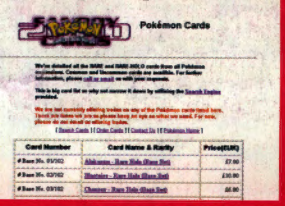
It sounds rude, but Scrollocks offers you literally zillions of cards from all over the world to buy online. And because there are detailed pictures of each card, you know what you're buying.

3 www.buy-pokemon.co.uk

Although www.buy-pokemon.co.uk looks a bit boring, it does the job. It's not as info-packed as pokemon.uk.com, but it's still worth checking out. Nothing ventured, nowt gained.

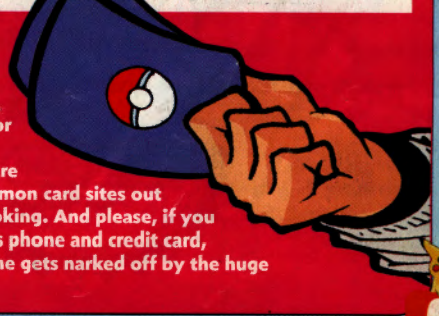
4 www.britishshops.co.uk/pokemon

Hurrah! Yet another top site. To be fair though, it's still one of the best. And it certainly pays to shop around a few sites like this one, to find the best deal on the card you want.



5 www.psi-soft.co.uk/pokemon

Now, this is not a bad place to shop. In particular, collectors should look here for cards that have gone out of print, as psi-soft.co.uk will usually have it. It'll cost you, mind.



Our favourite sites are great starting points and will certainly keep you going for a while, but remember there are hundreds of Pokémon card sites out there, so keep looking. And please, if you end up using dad's phone and credit card, don't blame us if he gets narked off by the huge Internet bill!

THE PRICE IS WRONG

You may be keen to shell out a couple of quid for a rare Pokémon card but are you prepared to pay some of these incredible prices? Here is a selection of the rarest cards and the ridiculous prices that you will have to pay if you want to get hold of them. In some cases, one card costs more than a Pokémon cart and a Game Boy put together! It makes our wallets want to weep! Ask yourself, just how far would *you* go?

BEEDRILL

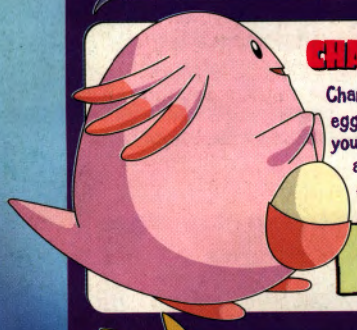
It's only a basic card but it costs more than this magazine! But then we are great value for money, aren't we?

£4.00

BLASTOISE HOLOFOIL

Another rare holo that costs a fair whack. He's a powerful beast and no mistake, though.

£13.95



CHANSEY HOLOFOIL

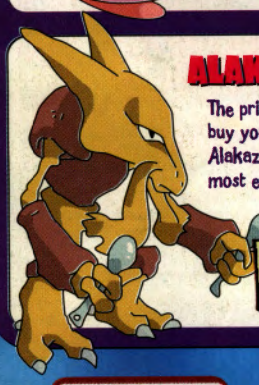
Chansey's an all-round good egg but her power will cost you plenty. You'll have to pay around a tenner to call this card your own.

£9.95

CHARIZARD HOLOFOIL

It's a lovely looking card but £30 odd quid?! You've either got to be very rich or very stupid.

£27.95



ALAKAZAM HOLOFOIL

The price of a CD or a video will buy you Alakazam the magic man. Alakazam is definitely one of the most exotic beasts, guess that's why he's so pricey!

£10.85

ANCIENT MEW PROMO

How much?! You just wouldn't, would you? Oh, you would? Blimey! Imagine if it really was an ancient card, incredible!

£150.00

A LEAGUE OF THEIR OWN

Playing against your mates is one thing. But how would you feel about pitting your decks against a complete stranger?

The Pokémon Trading Card League allows just such a battle of wits. Organised by the card game's makers, Wizards of the Coast, the league is run through shops up and down the country. Depending where you live, tournaments could be held anywhere from Electronics Boutique to Safeway!

But it seems that they haven't been as popular as they are in America – where thousands of kids compete for some great league-only prizes like T-shirts and trophies.

Perhaps there are just more collectors than players in Great Britain. Whatever, we think, it is a real shame that the league hasn't taken off here.

Still, if you want to see if there's one in your area, the full list is available at the Wizards' UK Web site, www.wizards.com/international/pokemon.

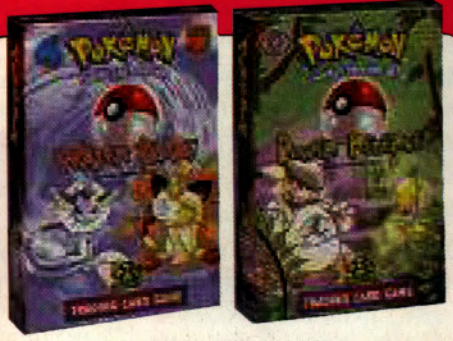
SPOT THE FAKE

Pokémon's popularity unfortunately means certain criminal types are trying to make a fast buck. When you're buying or trading, bear in mind that the card might be a rip-off. The packaging will give you a pretty good idea. If it looks faded or washed out, avoid. When buying booster packs and decks, look for the official Pokémon Trading Card Game logo on the front, with the Pokémon underneath. Beware of packs that show a Pokémon above a Pokémon logo on a Pokéball. These are counterfeit (i.e. dodgy). If the legal blurb, Wizards of the Coast logo or the Nintendo seal is missing – it's a fake. Packets that say 'Made in China' are counterfeit, too. When trading individual cards, hold them up to the light. If you can see through, it's a rip-off. Some new counterfeit cards can pass this test but the print quality is still bad enough for a trained eye to spot.

These are the emblems that mark Official Wizards of the Coast and Official Nintendo products from fakes.

Without these marks on the packaging the cards are likely to be counterfeit. So watch out!

This is what packets of Official booster cards should look like. You can't go wrong with these beauties.



Feast your eyes upon the official preconstructed theme decks in all their glossy glory. A real sight to behold.

COLOURLESS

Colourless sounds boring, but these Pokémon are really cool and really useful. This type was created by combining Normal, Flying and Dragon-type Pokémon.

These Pokémon are very popular because their attacks use Colourless Energy, which means you can power them up with anything! These chameleons can be added to any deck and are especially handy when you're building decks that use two or more kinds of Energy 'cuz they can use it all.

Remember to throw in some Double Colourless Energy cards to give your Colourless Pokémon a quick boost.

SPECIALTY:

None to speak of, but they can be used with Pokémon of other types, which is a speciality in itself.

MOST POPULAR CARDS:

Chansey: Harder than month-old cheese!

Kangaskhan: This is just an amazing Basic Pokémon.

COLOURLESS EVOLUTION CHART

Pidgey	Pidgeotto	Pidgeot
Dratini	Dragonair	Dragonite
Eevee	Vaporeon/Jolteon/Flareon	
Jigglypuff	Wigglypuff	
Clefairy	Clefable	
Meowth	Persian	
Doduo	Dodrio	
Rattata	Raticate	
Spearow	Fearow	
Chansey		
Kangaskhan		
Tauros		
Ditto		
Farfetch'd		
Porygon		
Snorlax		
Licktitung		

STRONG AGAINST: **WEAK AGAINST:**

PIDGEY

BASE SET

40HP ➤ LV.8 ➤ #16

Whirlwind is only useful if your opponent's Benched Pokémon are less powerful than his Pokémon in the Active position. Once you have lured your rivals vulnerable Pokémon into the Active position, switch Pidgey for something that can do more than 10 points of Damage a round.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Poor
RARITY RATING: Common
VALUE: £0.10

PIDGEOTTO

BASE SET

60HP ➤ LV.36 ➤ #17

Pidgeotto's **Whirlwind** does twice as much Damage as Pidgey's, but it has the same problems. **Mirror Move** is more useful, but Pidgeotto has to be able to survive the Attack it mirrors, which seriously limits how good it can be.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Rare
VALUE: £2.95

PIDGEOT

JUNGLE

80HP ➤ LV.40 ➤ #18

Pidgeot is finally rid of **Whirlwind**, but **Wing Attack** isn't much of an improvement. **Hurricane** is an interesting way to be rid of a tough Pokémon that you're having trouble taking down, but remember that forcing your opponent to take a card back into his hand doesn't count as a knock out.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £2.25

UP, UP, AND AWAY: FLYING POKÉMON

There are Flying Pokémon in all of the different categories of Pokémon. Flying types are particularly useful because they have a Resistance to Fighting types, which will help your deck resist the devastating attacks of Fighting Pokémon like Hitmonchan. Flying Pokémon also tend to have a lower Retreat Cost than other Pokémon of the same Energy type, which makes it easier to get them into and out of combat.

No matter what type of deck you're building, you should seriously consider including at least one Flying Pokémon. Colourless flyers are particularly good. You can take your pick from some truly great Colourless Flyers, like the dragons: Dratini, Dragonair, and Dragonite. You really can't afford to be without them!

RATTATA

BASE SET

40HP ➤ LV.8 ➤ #19

Rattata is the perfect Colourless Pokémon to open with. Get him Active on your first turn, power Rattata up, use **Bite** to inflict 20 Damage and then, when the going gets tough, Retreat!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.10

RATTATA

TEAM ROCKET

40HP ➤ LV.12 ➤ #19

Rattata's Pokémon Power (**Trickery**) is very useful when combined with cards or abilities that let you peek at your deck, or with Powers like Mankey's **Peek** that let you look at your Prizes. This versions **Quick Attack** isn't as good as the Base sets' **Bite**, but **Trickery** is worth the loss of offensive power.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25

RATICATE

BASE SET

60HP ➤ LV.41 ➤ #20

When you Evolve Rattata into Raticate, you double his HP, but lose his Retreat Cost of zero. He keeps his **Bite** Attack and gains **Super Fang**, which is only useful against Pokémon who have lots of HP to begin with. Most players who use Rattata don't bother with Raticate. Wonder why?!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

DARK RATICATE

TEAM ROCKET

50HP ➤ LV.25 ➤ #20

It's hard to decide which is better, the Raticate from the Base set or Dark Raticate from the Team Rocket expansion. Raticate has a one Energy Attack (**Bite**) that Dark Raticate lacks, but Dark Raticate's **Hyper Fang** is often a better bet than Raticate's **Super Fang**. When in doubt, use one of each.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.20

SPEAROW

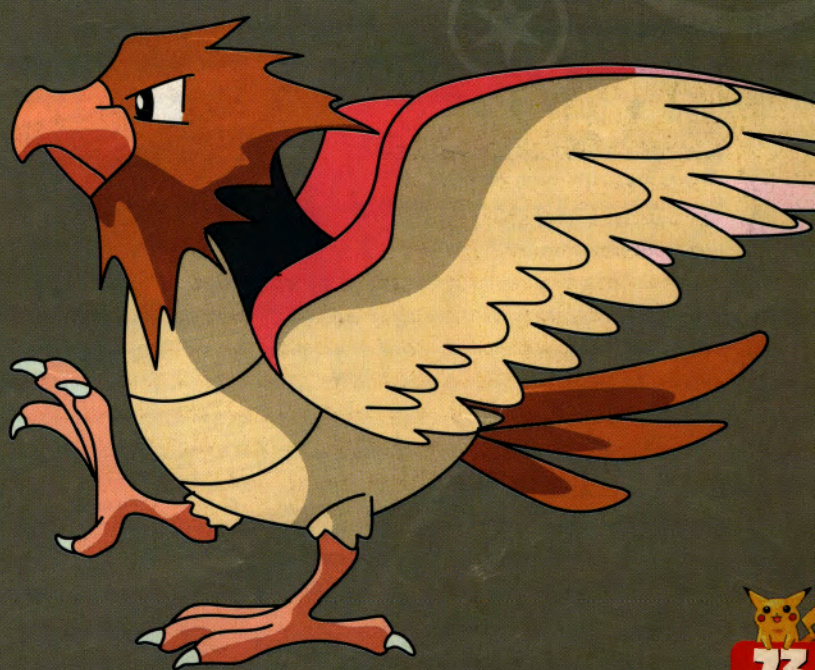
JUNGLE

50HP ➤ LV.13 ➤ #21

Peck is a good first-round Attack and **Mirror Move** is a Stage 1 Evolution move. When you take the free Retreat Cost and superior HP into consideration, the Spearow/Fearow family is clearly better than the Pidgey/Pidgeotto/Pidgeot family. But that's not saying much really, is it?

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05



FEAROW

JUNGLE

70HP ➤ LV.27 ➤ #22

You should only Evolve Spearow into Fearow if you have lots of Energy on hand. **Agility** and **Drill Peck** are distinct improvements over **Peck** and **Mirror Move**, but they're expensive for what they are.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

CLEFAIRY

BASE SET

40HP ➤ LV.14 ➤ #35

Sing is nearly useless, but if you have the Energy available to pay for **Metronome**, you could cause lots of trouble with it. The trick to using **Metronome** effectively is getting Clefairy into the Active position against an opponent with an Attack worth copying. Make sure you have Switch and/or Scoop Up Trainer cards on hand to move Clefairy around though, or else you'll be stuck.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.50

CLEFABLE

JUNGLE

70HP ➤ LV.34 ➤ #36

Clefable can use **Metronome** much sooner than Clefairy, so it's in your best interest to Evolve Clefairy instead of wasting two more Energy cards than you have to. **Minimize** is a reasonably useful stall or defensive move, but it costs more Energy than **Metronome**, so you won't want to use it very often.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £4.50

CLEFABLE

PROMO

70HP ➤ LV.34 ➤ #36

This version of the Jungle Clefable card was released through the WOTC Pokémon League. It has the same Attacks and stats as the Jungle card and should be used in the same manner.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £5.00

JIGGLYPUFF

JUNGLE

60HP ➤ LV.14 ➤ #39

Jiggly is tough, but her primary Attack puts the defender to Sleep, which is almost useless. **Pound** is average, but not really worth two Energy cards. Try putting Jigglypuff into a deck with other Pokémon that can take advantage of Sleeping opponents. In particular, Gengar and his **Dream Eater**, could benefit from Jigglypuff's **Lullaby**.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.05

JIGGLYPUFF

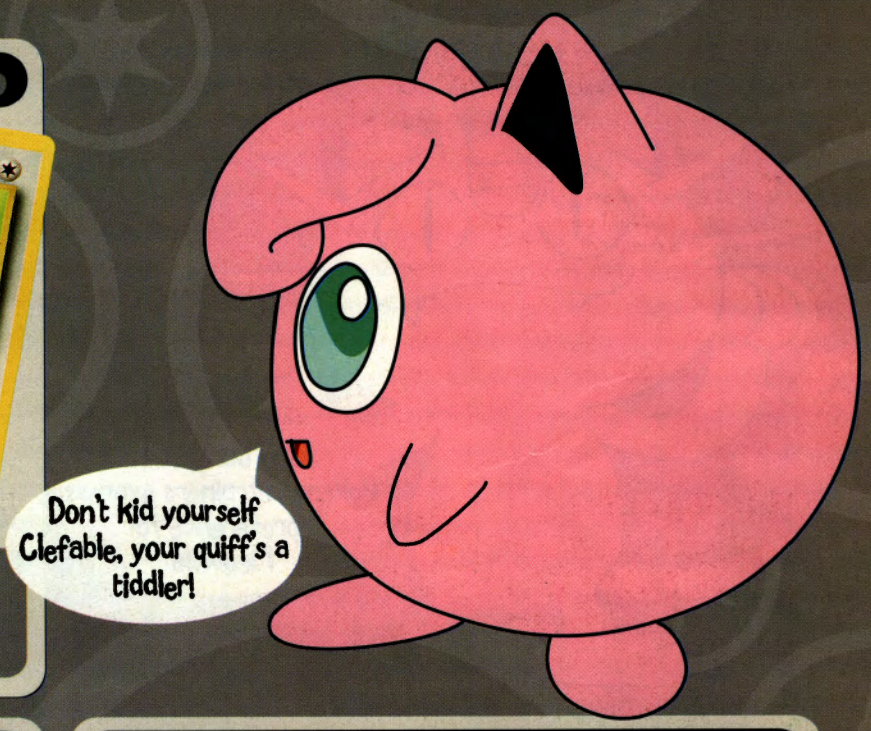
PROMO

50HP ➤ LV.12 ➤ #39

Finally, a Jiggly that can dish it out! Unfortunately, these cards are hard to come by. You had to send away for this Promo card when you bought a copy of the *Pokémon: The First Movie* soundtrack. The combination of a high-Damage Attack that backfires on the attacker and an Attack that can be used to heal that backfire is intriguing. But it would have been a much more useful combination if Jigglypuff was tougher.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £12.00



WIGGLYTUFF

JUNGLE

80HP ➤ LV.36 ➤ #40

Tougher than Jigglypuff, Wigglytuff is still burdened by the nearly useless **Lullaby**. On the upside, **Do the Wave** can be very effective, especially if you have ways to pad your Bench. Try adding Wigglytuff to decks that contain Pokémon who can **Call for Family** or **Call for Friend**. Throw in a few Poké Ball Trainer cards for insurance.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £7.25

MEOWTH

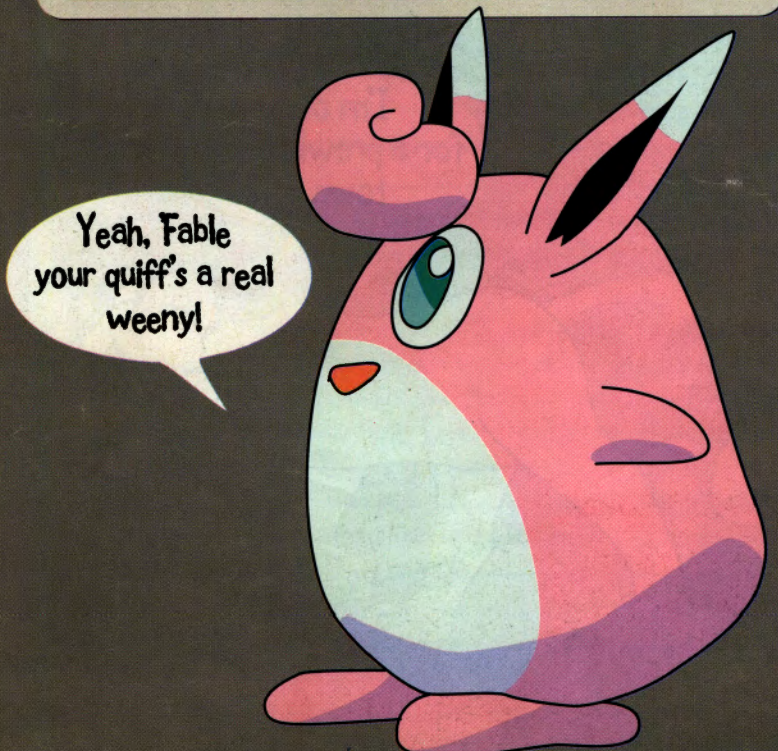
JUNGLE

50HP ➤ LV.15 ➤ #52

Pay Day costs twice as much as Kangaskhan's **Fetch** and only gives you a card half the time, though it does at least dish out 10 points of Damage. The only edge Meowth has over more powerful Basic Pokémon like Kangaskhan is the ability to Evolve.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05



MEOWTH

TEAM ROCKET

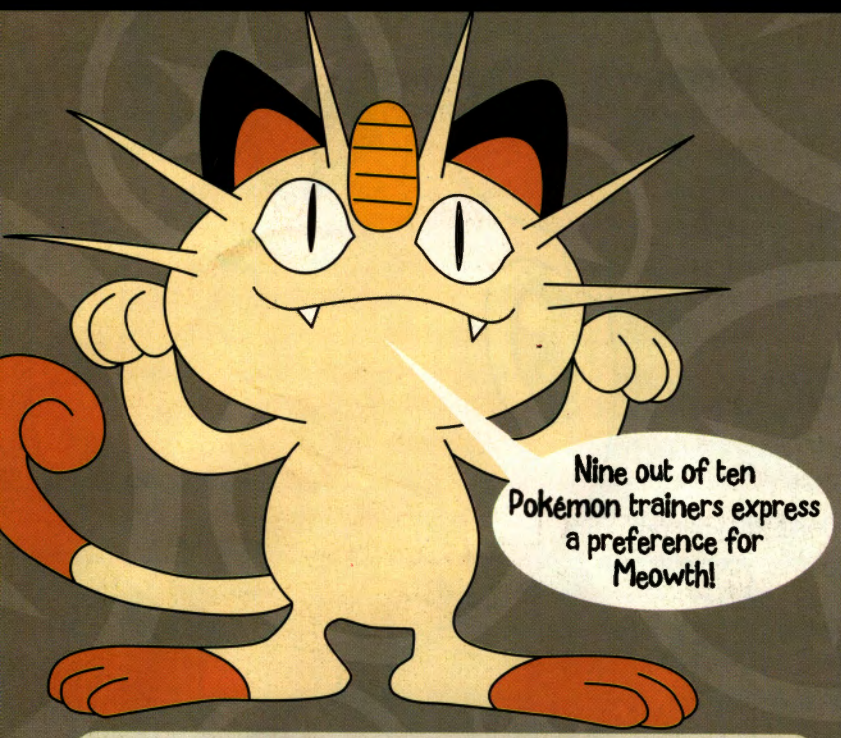
40HP ➤ LV.10 ➤ #52

Coin Hurl can come in very handy when your opponent is trying to protect a Damaged Pokémon by hiding him on the Bench, but it only has an evens chance of working. A real shame.

Weakness and Resistance don't affect **Coin Hurl**, but as very few Pokémon are vulnerable to Colourless types it doesn't make much of a difference anyway.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.35



MEOWTH

PROMO

50HP ➤ LV.15 ➤ #52

This is a gold-bordered version of the Jungle Meowth card, which was released in specially marked packages of US Pokémon snacks. It has the same Attacks and stats as the Jungle Meowth card and should be used in exactly the same manner.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £4.85

MEOWTH

PROMO

50HP ➤ LV.13 ➤ #52

This Holofoil Meowth card was released as a promotional insert in the US *Pokémon Trading Card Game* for the Game Boy.

Equipped with the **Cat Punch** Attack (which will either inflict Damage on the defender or one of your opponent's Benched Pokémon) it makes a nice addition to any theme deck designed to pick off Benched targets.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £2.85

PERSIAN

JUNGLE

70HP ➤ LV.25 ➤ #53

Persian is a defensive fighter. Its **Pounce** Attack can protect it from Damage and its Retreat Cost of zero gives you the freedom to move it into and out of the Active position. **Scratch** is pretty good, but once you have powered up **Pounce**, you won't need to bother with it.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

DARK PERSIAN

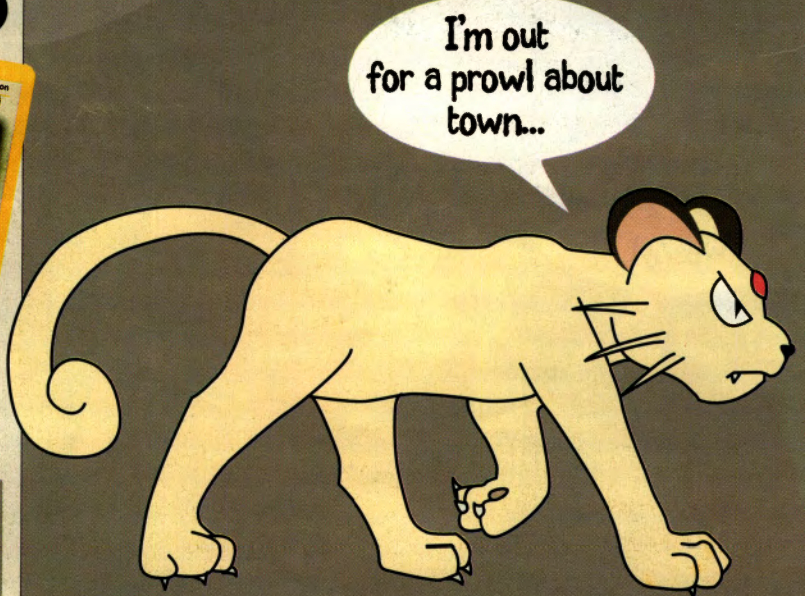
TEAM ROCKET

60HP ➤ LV.28 ➤ #53

Fascinate would be a borderline Attack if it always worked, but since it only works half the time, it's basically useless. **Poison Claws** is a good Attack, but not a great one. Stick with the Persian from the Jungle set. It's a better card overall.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.80



FARFETCH'D

BASE SET

50HP ➤ LV.20 ➤ #83

Leek Slap only works half the time, but as it only costs one Energy it can be used on the same turn that you bring Farfetch'd into the Active position. The opportunity to do 30 points of Damage on your first turn is not one to be passed up.

Pot Smash is a more reliable Attack, but it is expensive for what it is.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.60

DODUO

BASE SET

50HP ➤ LV.10 ➤ #84

High HP and no Retreat Cost may seem appealing, but a poor Attack makes this an uninspiring choice. There are better options out there, unless you're trying to get a Dodrio and its **Retreat Aid** Pokémon Power into play, in which case Doduo's mediocre stats are forgivable.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

DODRIO

JUNGLE

70HP ➤ LV.28 ➤ #85

Retreat Aid will give you more options when you need to shift your Pokémon around. Remember that it works from the Bench and if you have more than one Dodrio, the effects are cumulative.

Rage is a good Attack, but it costs too much for what it does.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.50

LICKITUNG

JUNGLE

90HP ➤ LV.26 ➤ #108

Given a choice between Kangaskhan or Lickitung, you're better off with Kangaskhan, but Lickitung has its good points too. 90HP is fantastic and **Tongue Wrap** can Paralyse your opponent. Don't bother with **Supersonic**, though.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

CHANSEY

BASE SET

120HP ➤ LV.55 ➤ #113

Chansey is one of the toughest Pokémon in the game. 120HP and an Attack which has an evens chance of protecting Chansey from all Damage.

Unfortunately, the **Double-edge** Attack is very expensive and inflicts a crippling amount of Damage on Chansey. Use Chansey to stall your opponent while you charge up your other Pokémon.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £9.95

KANGASKHAN

JUNGLE

90HP ➤ LV.40 ➤ #115

This is a great card that can be added to just about any deck. **Fetch** only costs one Energy, so you can use it while soaking up Damage and powering up **Comet Punch**. Don't worry about the random nature of **Comet Punch** — it will do at least 40 points of Damage most of the time.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £8.45

TAUROS

JUNGLE

60HP ➤ LV.62 ➤ #128

Tauros is a good mid-game card that can be used in most decks. **Stomp** has a good Damage to Energy ratio and **Rampage** can become quite devastating later in the game. Use the Defender Pokémon Trainer card to keep him conscious and you'll be able to deliver some serious Damage to your opponent. Wow!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

DITTO

FOSSIL

40HP ➤ LV.8 ➤ #132

Ditto is unreliable but interesting. His ability to mimic his opponent has unpredictable results. Pump Ditto full of Energy to get the most from Ditto's Pokémon Power, **Transform**. If you do, he may be able to use Attacks that the Pokémon he **Transforms** into can't use yet. Just watch out for Muk (see boxout page 78).

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Holofoil
VALUE: £10.75

EEVEE

JUNGLE

50HP ➤ LV.12 ➤ #133

Pretty good all around, that's Eevee. A sturdy 50HP coupled with a one Energy stalling Attack ability (**Tail Wag**) should give you enough time to power up Eevee's **Quick Attack**.

Eevee also has the unique ability to Evolve into one of three different Stage 1 Evolutions (see bottom of the page).

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

SILLY PUTTY: WHY DITTO HAS STATS

The fact that Ditto has stats printed on it confuses many players, since it says on the card that you should treat it as though it was the same card as the defending Pokémon, including type, HP, Weakness and so on.

However, Ditto's stats (50HP, a Weakness to Fighting Types, and Resistance to Psychic Types) are only used if Ditto can't Transform. There are two things that can interfere with Ditto's Pokémon Power: Muk's Toxic Gas Pokémon Power and the Goop Gas Attack Trainer card.

EEVEE

TEAM ROCKET

40HP ➤ LV.9 ➤ #133

The Team Rocket version of Eevee is inferior to the Jungle version. This version has similar Energy costs, but the Attacks aren't as good. Stick with the Jungle card.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.35

PORYGON

BASE SET

30HP ➤ LV.12 ➤ #137

This Pokémon is built around a clever idea that doesn't really work. Countless attempts to build deck strategies around **Conversion 1** and **Conversion 2** have failed. Porygon just may be the worst Pokémon in the game. Avoid him at all costs. You have been warned.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Poor
RARITY RATING: Uncommon
VALUE: £0.50

PORYGON

TEAM ROCKET

40HP ➤ LV.20 ➤ #137

Team Rocket brings us a Porygon variant that isn't as useless as the Base set version, but is still a horrible card. With so many great Colourless Pokémon available, you can easily ignore either Porygon card.

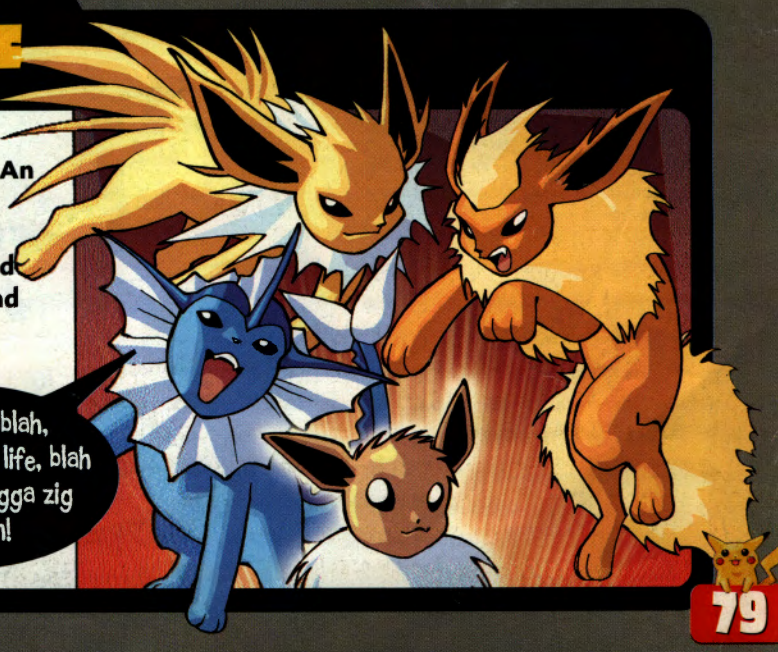
HA! IT'S ALL MINE! ☐

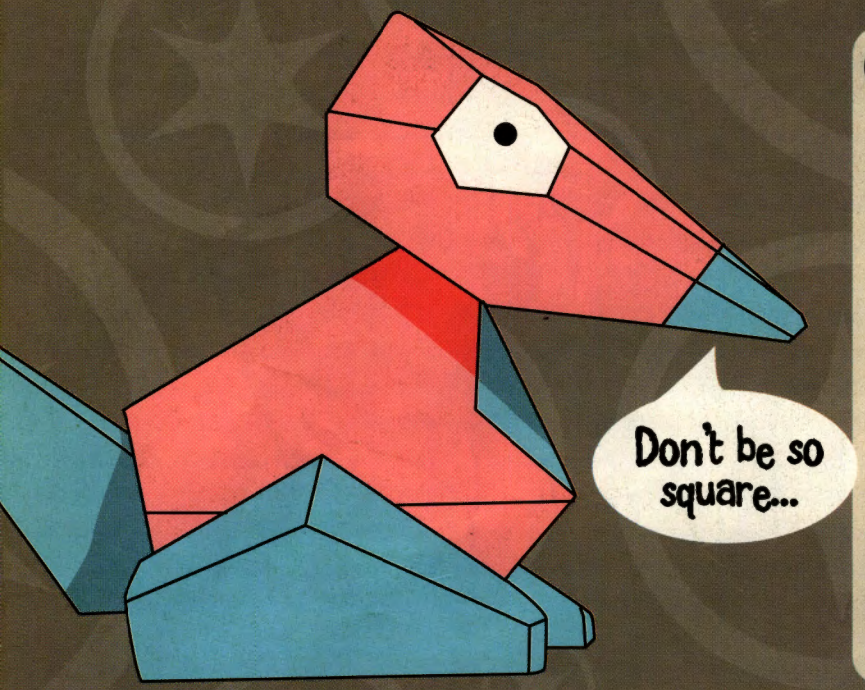
PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.25

EEVEELUTIONS: USING THE THREE EVOLUTIONS OF EEVEE

Eevee is one of only two cards that can be Evolved in more than one way (the other is the Mysterious Fossil Trainer card). An Eevee can be Evolved into a Flareon, a Jolteon, or a Vaporeon. These three different paths are all different types of Pokémon, so each will only work with decks that use the appropriate kind of Energy. Flareon is a Fire-type, Jolteon is a Lightning-type, and Vaporeon is a Water-type.

Using a Colourless Eevee and one of its three Stage 1 Evolutions is easy, but doesn't take advantage of Eevee's flexibility. Most players who use Eevee will put her into a 2-colour deck that has the right Energy for two of her three Evolutions. Trying to build a deck that uses all three Evolutions though, is near impossible.





COOL PORYGON

PROMO

50HP ➤ LV.15 ➤ #137

This Porygon card was released as a promotional insert in the *Pokémon Stadium*-N64 bundle. It is the first Porygon that is actually worth using. **Texture Magic** combines **Conversion 1** and **Conversion 2** from the original card into a single Attack.

3-D Attack is expensive but is actually a pretty good Attack. If you can get your hands on this special version of Porygon use it instead of either of its previous incarnations.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £8.35

SNORLAX

JUNGLE

90HP ➤ LV.20 ➤ #143

This is a 90HP wall that can't be Confused, Paralysed, Poisoned, or put to Sleep. Snorlax's Attack is pretty good, but costs way too much Energy. His high Retreat Cost is also a liability. In most decks, you're better off using Chansey, who has more HP, or Kangaskhan, who has a better Attack.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £7.50

DRATINI

BASE SET

40HP ➤ LV.10 ➤ #147

Dratini has a hidden strength — its lack of a Weakness. Most of the Colourless Pokémon have a Weakness, many of them to Fighting types. So if you can keep Dratini around for long enough for you to Evolve him into Dragonair, you'll be laughing. Oh yes.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

DRATINI

TEAM ROCKET

40HP ➤ LV.12 ➤ #147

There isn't all that much difference between the Team Rocket Dratini and the one in the Base set. Their Attacks are different, but neither is clearly better than the other. If you use Dratini, you should put some of each kind in your deck.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25

DRAGONAIR

BASE SET

80HP ➤ LV.33 ➤ #148

Like Dratini, Dragonair has no Weaknesses. He's very tough and has two solid Attacks. Use **Slam** if you just need to inflict Damage on your opponent. However, switch to **Hyper Beam** as soon as possible, which does less Damage most of the time, but forces the defending Pokémon to discard one of the Energy cards attached to it. This is a cunning Attack that can rob your opponent of the ability to strike back.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £3.15

DARK DRAGONAIR

TEAM ROCKET

60HP ➤ LV.28 ➤ #148

Evolutionary Light is so powerful that you might want to build your deck strategy around it. Use Poké Ball Trainer cards to get the Basic Pokémon you need and **Evolutionary Light** to get the matching Evolution cards. Play the Pokémon Breeder Trainer card to skip Stage 1 cards and load your deck with Basic and Stage 2 Evolution cards instead.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Uncommon
VALUE: £0.85

DRAGONITE

FOSSIL

100HP ➤ LV.45 ➤ #149

When you Evolve Dragonair into Dragonite you only gain 20HP and you lose Dragonair's **Hyper Beam Attack**. So while **Step In** is a useful Pokémon Power and **Slam** can be a major-league Attack, stick with Dragonair.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Holofoil
VALUE: £12.25

DARK DRAGONITE

TEAM ROCKET

70HP ➤ LV.33 ➤ #149

The Team Rocket version of Dragonite isn't as tough as the one in the Fossil deck, but its **Summon Minions** Pokémon Power makes it more worthwhile. If you can get a Dark Dragonair and a Dark Dragonite in play at the same time, you can use Dark Dragonite's **Summon Minions** to retrieve Basic Pokémon and Dark Dragonair's **Evolutionary Light** to find the matching Evolution cards.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Holofoil
VALUE: £9.35

DRAGONITE

PROMO

90HP ➤ LV.43 ➤ #149

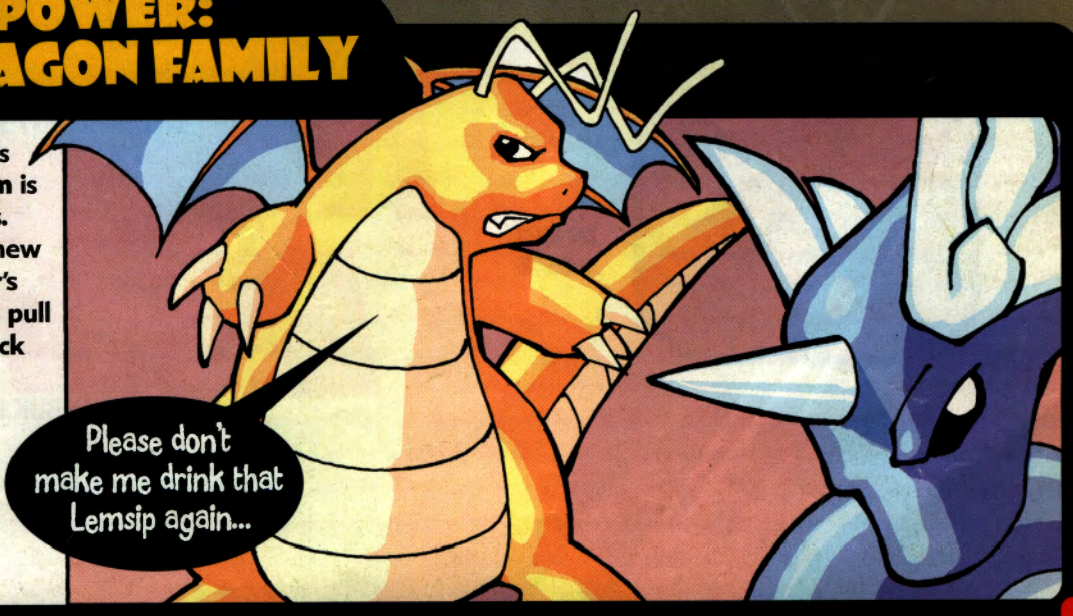
This Promo card from *Pokémon: The First Movie* is a fair match for the Fossil version but can't compare to Dark Dragonite. Promo Dragonite's **Special Delivery** is moderately useful. **Supersonic Flight** has the capability to KO most of the opponents it hits. But as Promo Dragonite has 10 HP less and a higher Retreat Cost than the Fossil version, there's not a strong case for picking this card over the original.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £1.75

DRAGON POWER: USING THE DRAGON FAMILY

Dratini, although underpowered, is useful and Dragonair's Hyper Beam is a mainstay of Energy-denial decks. Team Rocket's dragons have two new Pokémon Powers: Dark Dragonair's Evolutionary Light, which lets you pull any Evolution card out of your deck and into your hand, and Dark Dragonite's Summon Minions, which lets you pull two Basic Pokémon from the deck Used together, these Powers eliminate the need to have more than one of each card in your deck.



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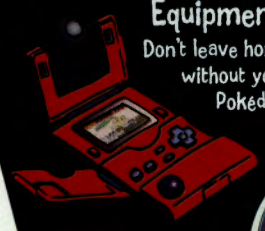
ALWAYS ON SALE

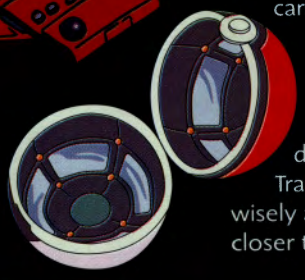
TRAINER

I trained my Machoke to juggle ice cream vans! It's just a suggestion!

Trainer cards can change the complexion of a game – so use them wisely!

Equipment: Don't leave home without your Pokédex!





The Pokémon and Energy cards are all you really need to play, but the Trainer cards make things much more interesting by giving you greater control over how the game is played. Trainer cards help you implement your strategy, so it's important that you know which cards to include in which decks and how to use them properly.

Pokémon Masters can change the course of a duel by playing a single Trainer card. Use these cards wisely and you will be one step closer to winning the game.

MOST POPULAR CARDS:

Bill: Draw two cards and incur no penalty!

Switch: This card will save your Pokémon's life!

BILL

BASE SET

This is the most useful Trainer card in the game. You should always put four of these cards in your deck. The only downside to the Bill cards is that you'll go through your deck more quickly than usual, which could put you at risk of running out of cards.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Common
VALUE: £0.10

THE BOSS'S WAY

TEAM ROCKET

This card is only useful if you have a lot of Dark Pokémon in your deck. It is a good way of finding your next evolution card though, and it incurs no penalty.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE £0.65

CHALLENGE!

TEAM ROCKET

This is a very odd card. Since your opponent can decline the challenge if his Bench is full, you probably won't be able to fill the holes on your Bench by playing this card. At best, you will both end up drawing an equal number of Basic Pokémon, at worst you'll just draw an extra two cards.

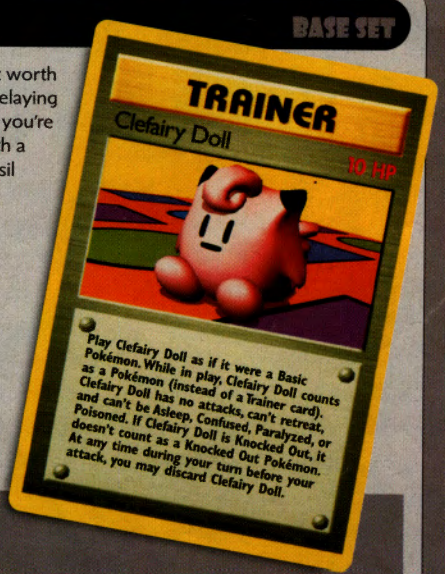
HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.65

CLEFAIRY DOLL

BASE SET

Clefairy Doll is a rare card that isn't worth looking for. It's only useful as a delaying tactic and as the Doll only has 10HP, you're better off stalling your opponent with a real Pokémon or the Mysterious Fossil Trainer card.



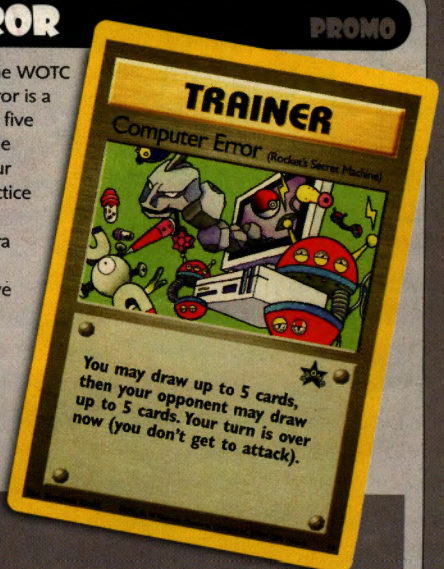
HA! IT'S ALL MINE! ☐

PLAYABILITY: Poor
RARITY RATING: Rare
VALUE: £0.10

COMPUTER ERROR

PROMO

Released in May 2000 through the WOTC Pokémon League, Computer Error is a real oddball card. The ability to draw five extra cards would be a life-saver if the Computer Error card didn't allow your opponent the same privilege! In practice then, this card is only useful if your opponent is so far ahead that an extra five cards won't make much of a difference, in which case the extra five cards you draw probably won't be enough to save you.



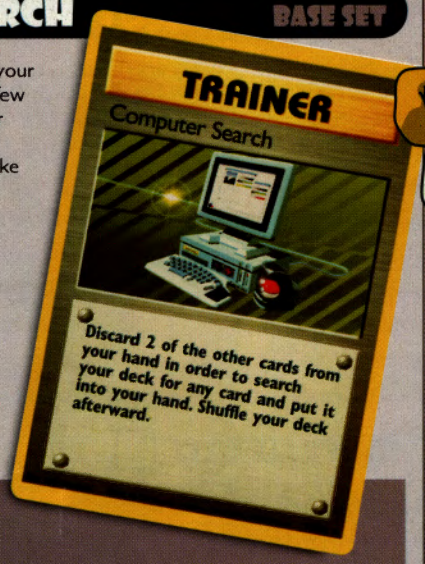
HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £2.50

COMPUTER SEARCH

BASE SET

Put a Computer Search or two in your deck if your hand is reliant on a few super-powerful Pokémon. Computer Search is an ideal way to get Stage 2 Pokémon cards that you need to make specialty or trick decks work.



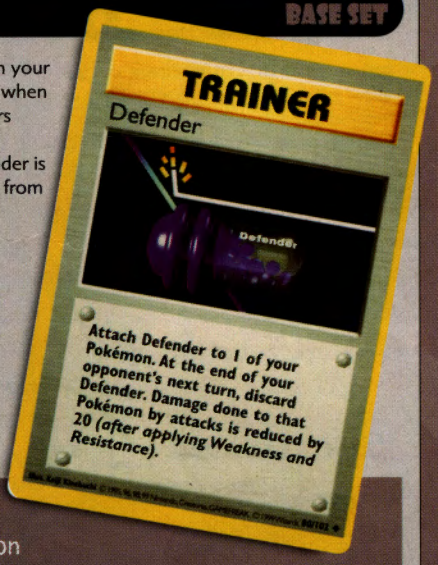
HA! IT'S ALL MINE! ☐

PLAYABILITY: Excellent
RARITY RATING: Rare
VALUE: £1.95

DEFENDER

BASE SET

This can be a useful card to have in your hand, especially late in the game when every knock out counts. Many players prefer to protect their Pokémon with Trainer cards like Scoop Up, so Defender is often used to protect your Pokémon from the side effects of their own attacks.



HA! IT'S ALL MINE! ☐

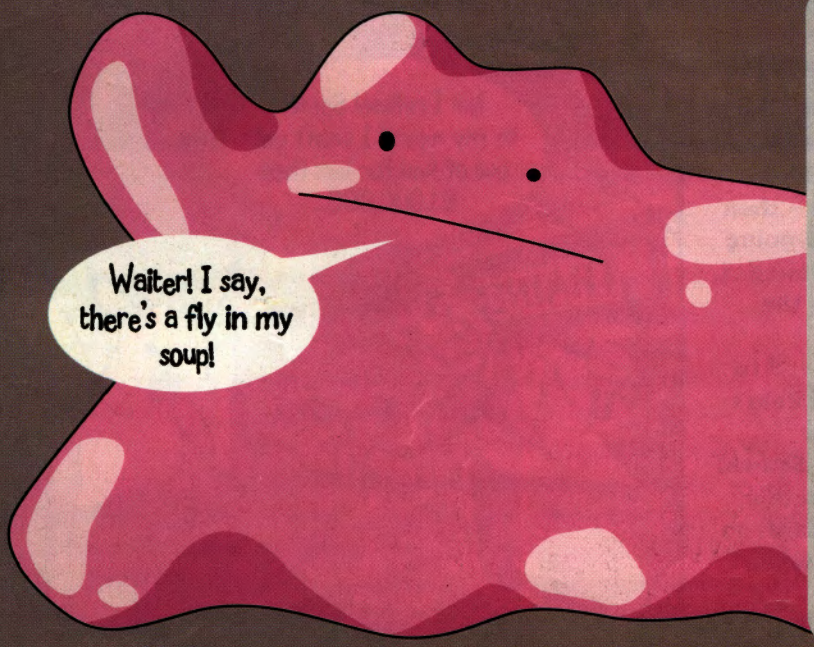
PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

DEVOLUTION SPRAY

In most cases you're better off playing a Full Heal card rather then the Devolution Spray. However, in some trick decks where you may need to Devolve an Eevee so a different Evolution can be played on it, it can be useful. Generally though, these eccentric cards are seldom worth the time or the effort.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Rare
VALUE: £1.25



DIGGER

TEAM ROCKET

This card is as poorly conceived as one of Team Rocket's plans. Both Active Pokémon can end up taking damage when you play digger, but the odds are that it will hurt your Pokémon more than your opponents. Some secret weapon!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Poor
RARITY RATING: Uncommon
VALUE: £0.65

ENERGY REMOVAL

BASE SET

The classic Energy denial-theme deck uses this card (and Pokémon with attacks that have a similar effect) to rob your opponent's Pokémon of the Energy that they need to attack. Energy Removal can also be played to protect your weakened Defending Pokémon for just long enough to make the killing blow impossible.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.10

ENERGY RETRIEVAL

BASE SET

Energy Retrieval is most useful in decks that require you to discard a lot of Energy cards when you attack (Fire has a lot of these). It can also be used as insurance against an Energy Removal-based denial deck.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.10

ENERGY SEARCH

FOSSIL

Energy Search is an invaluable component of multicoloured decks, especially those that use three (or more) kinds of Energy. Few things are more frustrating than being unable to draw the Energy you need to charge up your Pokémon.

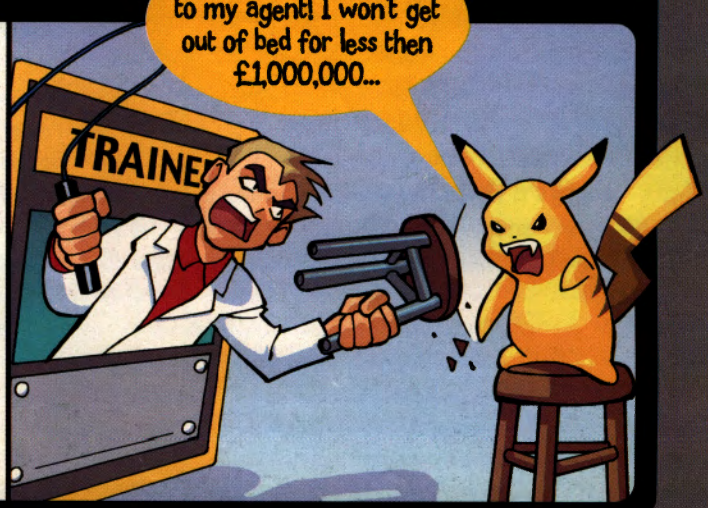
HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.15

DECK CONTROL: USING TRAINERS TO STRENGTHEN YOUR HAND

Trainer cards help you manipulate your deck and are useful because if your deck doesn't give you the cards you need – then it doesn't matter much what your opponent does – you're going to lose. The simplest deck controlling Trainer card is the Pokédex. It allows you to reorder the top five cards of your deck in the way that benefits you most.

If you need to get deeper into your deck though, you'll need to play Trainer cards like Pokéball, Pokémon Trainer and The Boss's Way (to get Pokémon into your hand) or Bill, Gamble and Professor Oak (to simply fill your hand). While Computer Search, Energy Search and Maintenance enable you to retrieve specific cards from your pack. Learn how and when to use these cards so that you can make your deck do what you need it to do, when you need it to.



FULL HEAL

BASE SET

Sleep, Confusion, Paralysis and Poison can really ruin your game plan and as Full Heal is one of the few countermeasures in the game, it has the potential to be very useful indeed. However, if you're using the Team Rocket expansion, you're better off using Full Heal Energy.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

GAMBLER

FOSSIL

At first glance, this card looks a lot like Professor Oak, but there is an important difference. Gambler lets you shuffle the cards in your hand back into the deck, while the Professor Oak card makes you discard them.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.15

GOOP GAS ATTACK

TEAM ROCKET

If your opponent doesn't have any Pokémon with Pokémon Powers, this card is useless. If your opponent has a trick deck that relies on a specific Power, this card can turn the tide of battle. Think of it as an insurance policy. If you can afford to include one of these cards, do so. It may well be a waste, but it is one of the best just-in-case cards in the game.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25

GUST OF WIND

BASE SET

A key card for most decks for two reasons. First, it can be used to knock a powerful Pokémon out of the Active position, where it is less of a threat. Second, it can be used to take your opponents vulnerable Pokémon off the Bench and into the Active position, where it can be attacked more easily. Your decks should have at least two of these. Without them, your opponent will have control over which of his Pokémon you have to fight.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.10

HERE COMES TEAM ROCKET!

TEAM ROCKET

A rare card though, as its only effect is to make both players play with their Prize cards face up, it seems like a waste of time. It's only an advantage if you have more prize cards left than your opponent. However, if you do, you're losing and looking at your prizes won't be much help, will it?

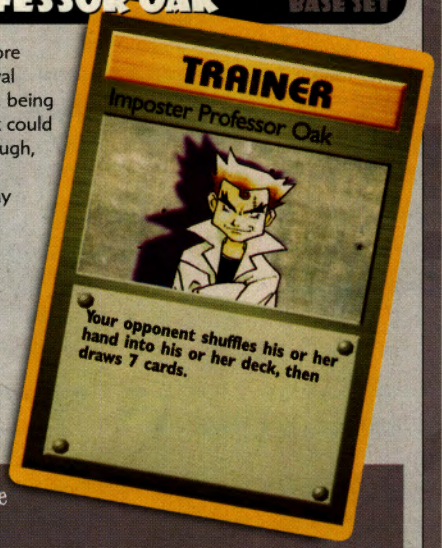
HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Rare
VALUE: £4.99

IMPOSTER PROFESSOR OAK

BASE SET

This card helps your opponent more often than it hurts him. If your rival seems to be hoarding a specific card, being forced to shuffle it back into his deck could give you an edge. Unfortunately though, he'll end up with a full hand of seven cards, which is never a bad thing. Stay away from this one.



HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Rare
VALUE: £1.75

IMPOSTER OAK'S REVENGE

TEAM ROCKET

This card requires way too much guesswork. Time it wrong and you end up helping your opponent. You could use Imposter Oak's Revenge with cards or abilities that let you peek at your opponent's hand, but that would be a lot of work for a minor effect that could easily backfire.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.65

ITEM FINDER

BASE SET

The ability to pull a Trainer card like a Potion, Computer Search, or Professor Oak out of the Discard pile when you need it most can be a real life-saver but you have to Discard the Item Finder and two other cards to do it. If you have room in your deck, it might be worth having one of these for emergencies. However, they're too expensive to be used more often than once in a game.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £1.75

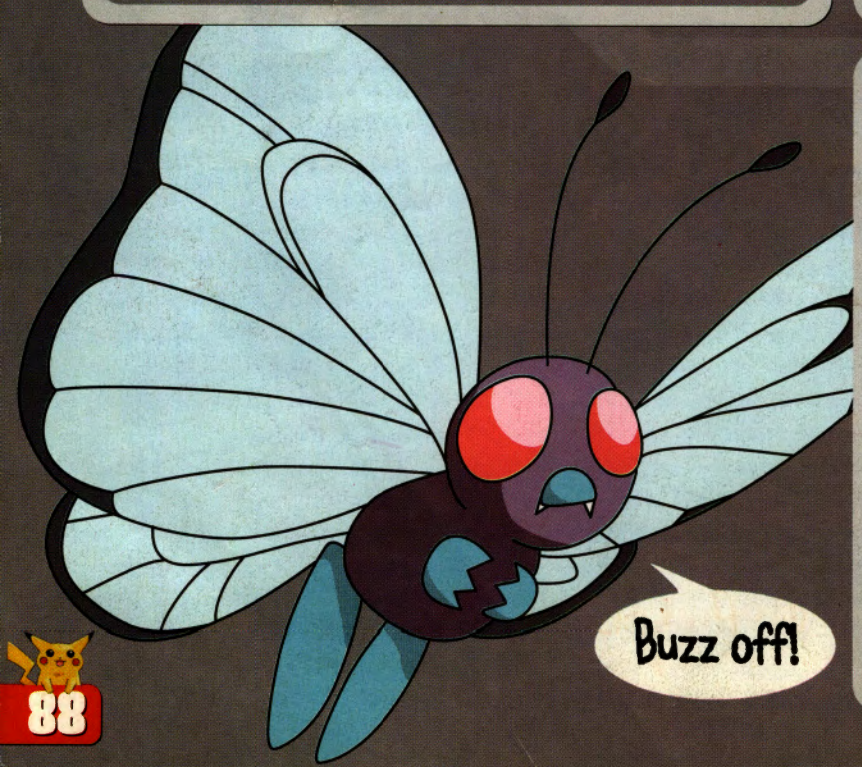
LASS

BASE SET

Lass gives you a glimpse of your opponent's strategy, but it also gives your opponent a glimpse of your plans to. This is a strange card that simply isn't worthwhile. Shame really.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Poor
RARITY RATING: Rare
VALUE: £1.75



MAINTENANCE

BASE SET

Another Trainer Card that costs a hefty three Energy to use. Maintenance is a particularly bad card because Item Finder and Professor Oak are similar and are far more powerful cards. If you are going to lose three cards, get more than a one card draw out of the deal.

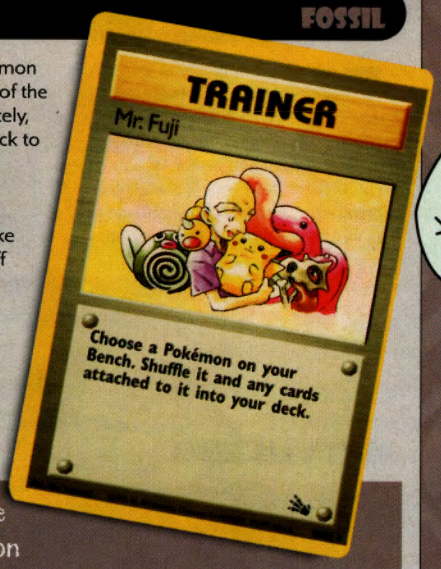
HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.30

MR. FUJI

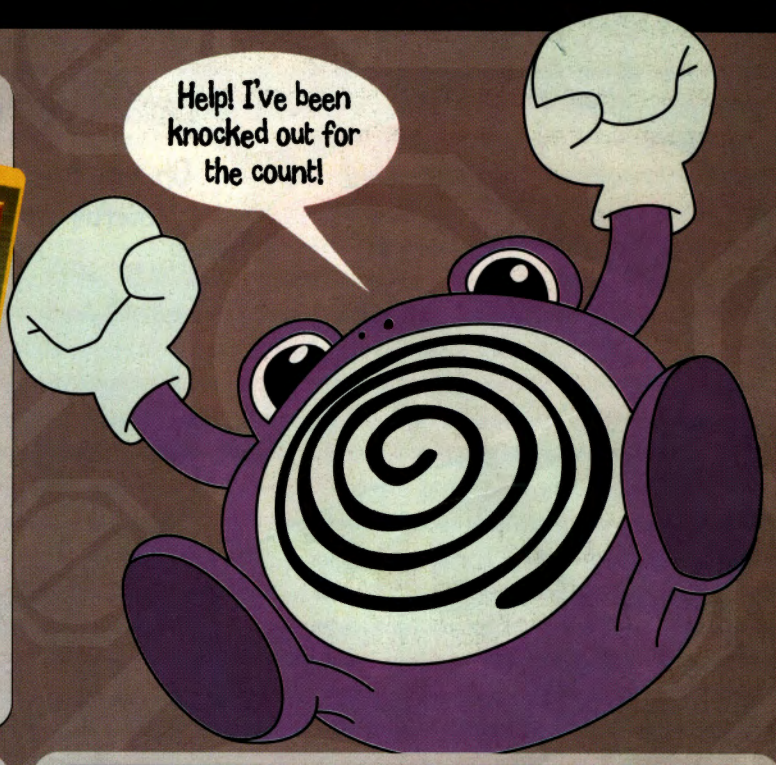
FOSSIL

If you have a badly damaged Pokémon that you want to keep, this is one of the few ways you can save it. Unfortunately, you'll have to wade through your deck to get your Pokémon back after you've played Mr Fuji though. Most players prefer Scoop Up, but it's possible to combine Mr. Fuji with Trainer cards like Computer Search to get Pokémon off the table and back into play quickly.



HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.25



MYSTERIOUS FOSSIL

FOSSIL

It is easiest to think of this card as an unusually weak Pokémon that can't attack or Retreat. A Mysterious Fossil can be Evolved into Aerodactyl, Kabuto, and Omanyte though. So once you have a Mysterious Fossil in play, Evolve it as fast as you can. Most players use this card to get Aerodactyl into play.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.15

NIGHTLY GARBAGE RUN

TEAM ROCKET

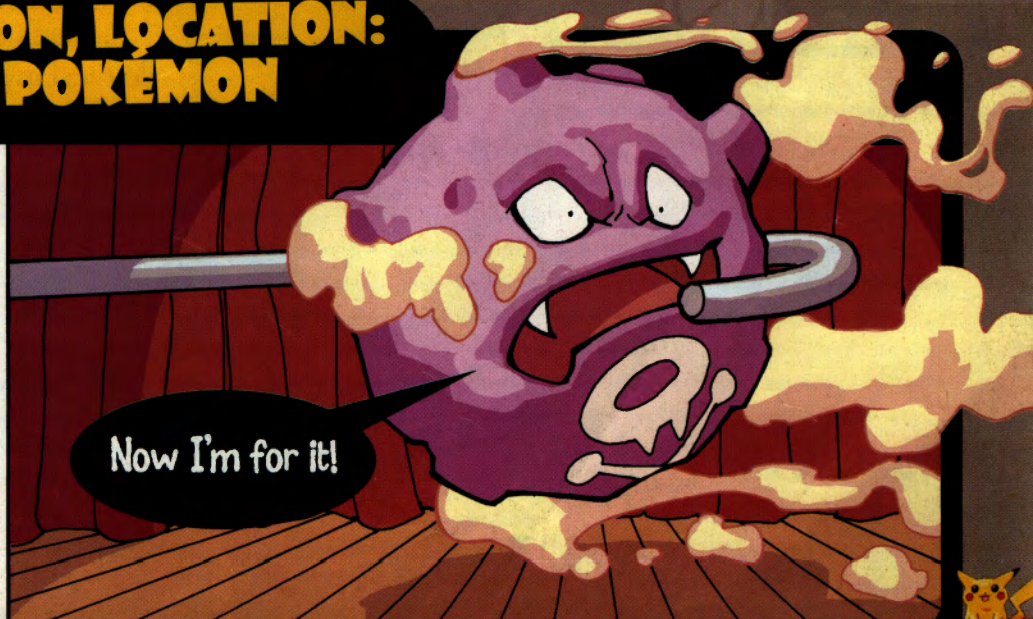
Combine this card with Computer Search and you can get any card in the discard pile back into play. Nightly Garbage Run makes the Discard pile less of a bottomless pit, and is more efficient (in terms of number of cards affected) than cards like Item Finder.

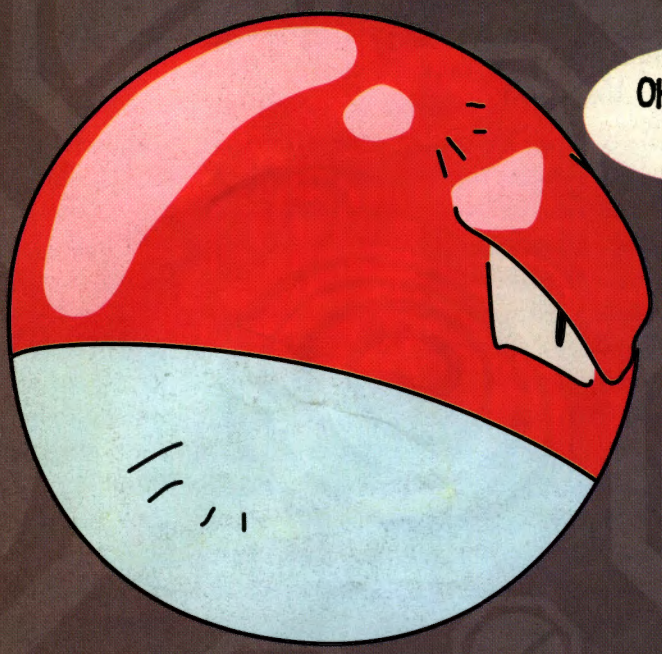
HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Common
VALUE: £0.35

LOCATION, LOCATION, LOCATION: MOVING YOUR POKÉMON

The only way to move Pokémon around without Trainer cards is to either Retreat or get Knocked Out. However, you'll need to be able to move your Pokémon in and out of the Active Position without discarding most of your Energy in the process in you want to win a bout. The key is to include cards like Gust of Wind and Scoop Up in your deck. These enable you to decide which of your Pokémon will be Active and pick the best Pokémon for any situation. Otherwise, you might run low on Energy or a key card might get knocked out.

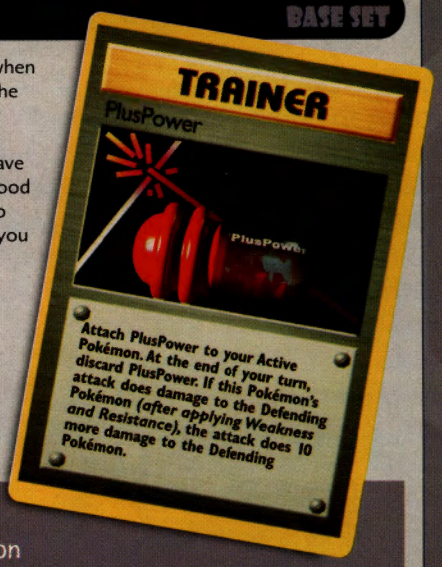




PLUSPOWER

BASE SET

There are times in every game when every little bit extra helps and the extra 10 points of damage this card provides could mean the difference between victory and defeat. If you have room in your deck, this is always a good addition. Just be careful to hang on to any PlusPower cards you draw until you really need them. Got that?



HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.50

POKÉ BALL

JUNGLE

Pokémon Trader does what this card does and more, but you have to have a Pokémon in your hand in order to use it. So this Poké Ball card would have been useful if it was more reliable. But there's an evens chance that the Poké Ball will do nothing. And that makes it a far less appealing card to play.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.05

POKÉDEX

BASE SET

A peek at your deck and the ability to decide the order in which those cards will be drawn is occasionally useful but is seldom worth the time. This is the simplest and cheapest way to manipulate your deck though.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.50

POKÉMON BREEDER

BASE SET

This card is tailor-made for decks that rely on getting key Stage 2 Pokémon into play as fast as possible. Because the Pokémon Breeder allows you to skip Stage 1 Evolutions you can also afford to put fewer of those cards in your deck. If you have enough Breeder cards you could even try building a deck with only Basic and Stage 2 Pokémon!

HA! IT'S ALL MINE! ☐

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £2.25

POKÉMON CENTER

BASE SET

This card has the potential to be incredibly powerful, but it has to be handled with care. As Pokémon Center heals all of your Pokémon but strips them of all their Energy, it can only be really used in decks whose attacks don't cost much Energy. Fully healed Pokémon aren't going to do you much good if you run out of the time or Energy you need to get their attacks charged up again.

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.50

POKÉMON FLUTE

BASE SET

There are some potential uses for this card but the circumstances under which it is actually useful are so contrived that they aren't worth serious consideration. As a general rule, anything that gives your opponent more Pokémon is a bad thing.

PLAYABILITY: Good
RARITY RATING: Uncommon
VALUE: £0.50

POKÉMON TRADER

BASE SET

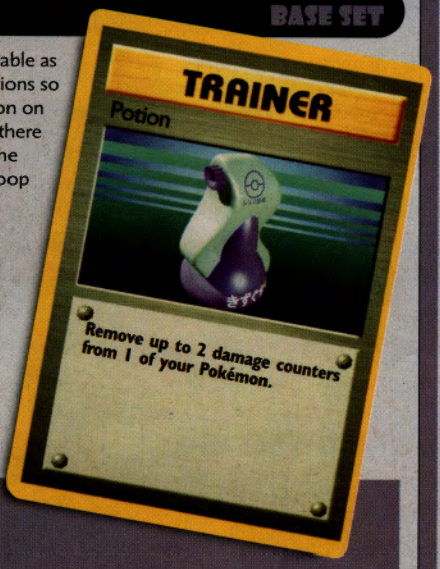
If your deck has one or more specific Pokémon that you need to get into play, you can't afford not to include a Pokémon Trader (or two). Trading a card from your hand for a card you really need only costs you the Pokémon Trader itself, which is a much better deal than comparable cards like Computer Search.

PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £0.10

POTION

BASE SET

Always useful, but not as indispensable as Bill. Some players use a lot of Potions so they can keep their favourite Pokémon on their feet for as long as possible, but there are those who prefer to go light on the Potions so they can use cards like Scoop Up instead.



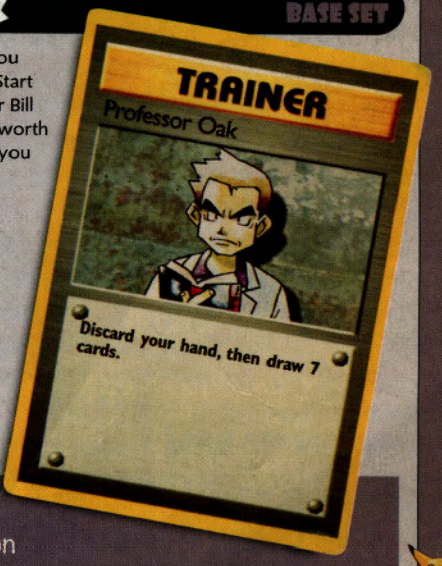
HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.10

PROFESSOR OAK

BASE SET

This card should be the first card you include in every deck you build. Start with a Professor Oak or two, add four Bill cards, and build from there. It's even worth including a Computer Search to help you find a Professor when you need one.



HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

RECYCLE

FOSSIL

This is a variation on the Item Finder that can be used to fish anything you want out of the discard pile. You don't have to discard anything to use it (other than the Recycle card itself) but remember that Recycle only works half of the time. However, though it's unreliable, it has so much potential that it's worth taking a chance on.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Common
VALUE: £0.25

REVIVE

BASE SET

This can be a useful card to have if your deck is top heavy. A top-heavy deck has lots of Stage 2 and/or 3 cards, but too few Basic Pokémon.

HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Uncommon
VALUE: £0.50

ROCKET'S SNEAK ATTACK

TEAM ROCKET

Another card that depends on guesswork. Forcing your opponent to discard a key Trainer is a tempting thought, but in practice it works so infrequently that it doesn't seem like a good bet.

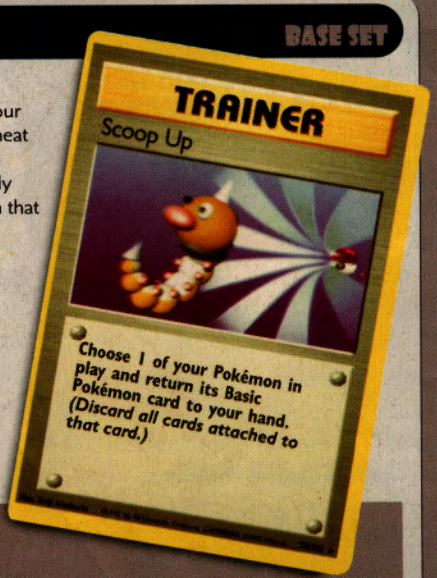
HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £2.99

SCOOP UP

BASE SET

Play this when it looks like your opponent is going to take out your Active Pokémon. Not only do you cheat him out of a Prize card, you get the Pokémon back. Scoop Up is especially useful for healing powerful Pokémon that don't Evolve, like Kangaskhan.



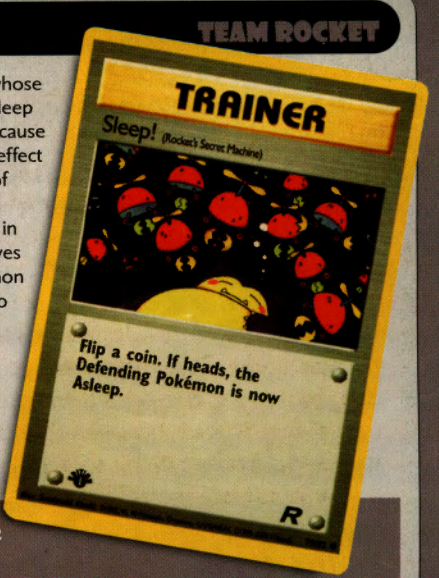
HA! IT'S ALL MINE! ☐

PLAYABILITY: Average
RARITY RATING: Rare
VALUE: £1.50

SLEEP!

TEAM ROCKET

Sleep is almost useless. Pokémon whose attacks cause their opponents to Sleep have been laughed at and ignored because there is only a 1 in 4 chance that the effect will last an entire turn. This sad state of affairs leaves Pokémon whose attacks only work on Sleeping Pokémon out in the cold – until now. This card improves the odds that your opponents Pokémon will be asleep when you need them to be. A good thing for Psychic types.



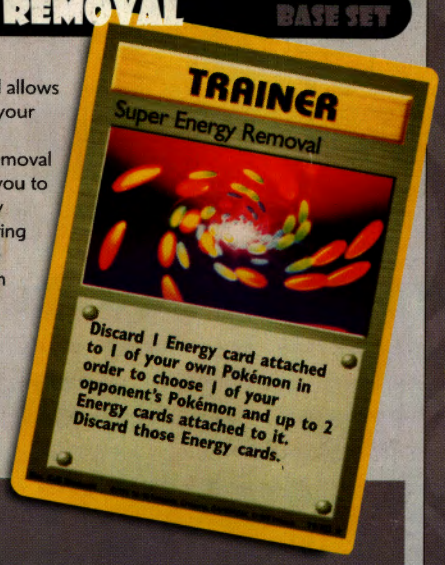
HA! IT'S ALL MINE! ☐

PLAYABILITY: Below Average
RARITY RATING: Common
VALUE: £0.25

SUPER ENERGY REMOVAL

BASE SET

An even nastier version of Energy Removal, Super Energy Removal allows you to strip two energy cards from your opponent and if combined with the maximum quota of Super Energy Removal and Energy Removal cards enables you to strip a grand total of 12 Energy away from your opponent's Pokémon during the course of the game. Chances are that he'll end up Energy starved, with Pokémon incapable of doing more than 20 damage a turn.



PLAYABILITY: Good
RARITY RATING: Rare
VALUE: £1.95

SUPER POTION

BASE SET

If your deck has a planned surplus of Energy and lots of tough Pokémon, use Super Potions instead of Potions. This card is a perfect complement to "walls" like Kangaskhan and Chansey.

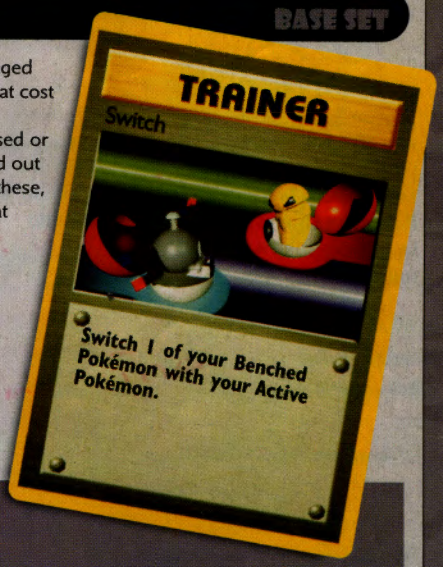
HA! IT'S ALL MINE!

PLAYABILITY: Average
RARITY RATING: Uncommon
VALUE: £0.50

SWITCH

BASE SET

When you get stuck with a damaged Pokémon that has a high Retreat cost in the Active position, this card is invaluable. It can also move a Paralysed or Confused Pokémon to the Bench and out of danger. You won't need many of these, but it's in your best interest to have at least one.

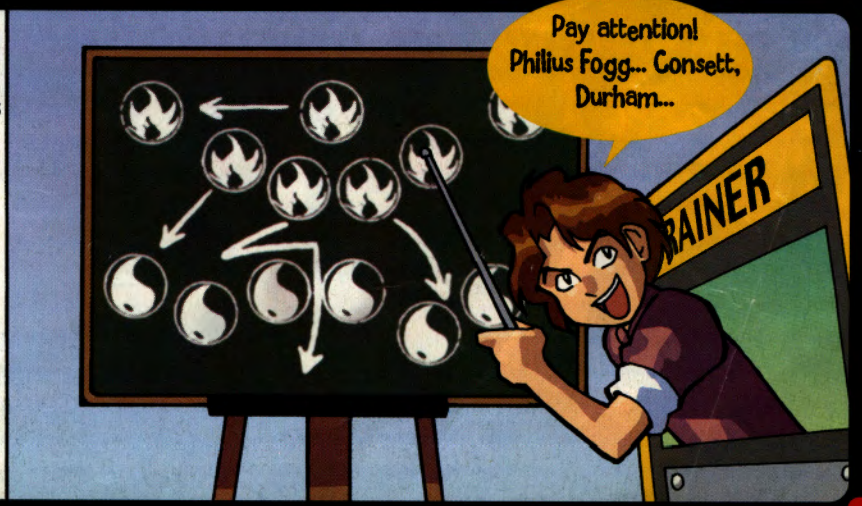


HA! IT'S ALL MINE!

PLAYABILITY: Excellent
RARITY RATING: Common
VALUE: £0.10

TIMING ISSUES: WHEN TO PLAY TRAINER CARDS

Trainer cards can only be played on your turn, but you can play any number of them and in any order until you attack (making an attack is always the last thing you do in your turn!). Timing your card play can be very important. When you have Trainer cards in your hand, make sure to think through what it is you want to do so that you can figure out the best way to do it. In most cases, you'll play Trainers that affect your hand, the deck, and your discard pile first. Once you know what cards you have, it's usually time to move on to cards that affect your own Pokémon. When everything else is in place, it's time for cards that affect your opponent or his Pokémon.



SO NEO, Y

A new card set is on its way, but don't hold your breath! They may be some time...

They're not going to be released here until next year, but when the eagerly awaited Pokémon Gold and Silver Game Boy games finally arrive, there'll also be big news for card collectors.

A new set – the very cool-looking Neo series – which boasts 100 new creatures, is going to be released together with the new Game Boy games. Those lucky blighters in Japan have been playing with them for nearly a year, and many British shops are importing Neo cards already. Blimey!

Not that these Neo cards are much good for players here, all the text is in Japanese! But here's a brief translation to let you see what you're missing.

BOUNCING BABIES

The 100 new Neo card creatures are made up of two types. Some are new Evolutions of old favourites while others are babies of the 151 Pokémon that we've come to know and love. Just like Pichu, a baby Pikachu!

BABY PIKACHU

Length: 0.3m
Body Weight: 3kg

Pichu will Evolve into Pikachu

STATS

Retreat Cost
Weakness
and Resistance

LIGHTNING TYPE

Yep, like his dad, Pichu's a Lightning type

POWER UP!

As long as a Baby Pokémon is in the Active position, the opponent player must flip a coin. If the coin comes up tails, the Attack fails. Could be handy...

ROAR

Pichu's Attack (Roar) does 20 Damage to all Pokémon that have a Pokémon Power, regardless of Weakness or Resistance. He maybe tiny, but he's mighty!

PICHU FACTS

Though he is small, Pichu can generate a surge of electricity that will shock even adult Pokémon. Wow!

IT CAME FROM JAPAN

When it comes to Pokémon, Japan is light years ahead. Unfortunately, we probably won't ever see most of this cool collection over here. But here's a brief time trip through the life of Pokémon Trading Cards – right back to when it all started four long years ago!

1996 — 1997

POKÉMON STARTER PACK The world's first ever Pokémon cards. Released: 20/10/96

BASIC EXPANSION PACK Released: 20/10/96

POKÉMON GIFT PACK This is probably worth loads now. We wish we had a time machine. Released: 12/12/96

JUNGLE EXPANSION PACK The first of many such sets. Released: 5/3/97

FOSSIL EXPANSION PACK sequel to the Jungle set. Released: 20/6/97

ET SO FAR

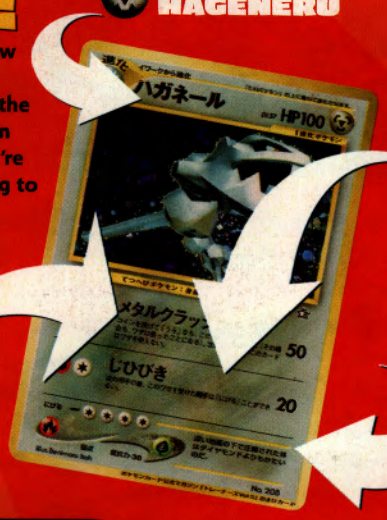
ENERGISE!

The Neo set introduces two new Energy types, Steel and Dark Energy. They represent two of the new types of Pokémon found in *Gold* and *Silver*. Although they're not Basic Energy, they are going to change the way the game is played!

METAL CRASH

The Metal Crash Attack requires you to flip a coin. If tails, Hagenuru's Attack fails and you can not use it again.

STEEL
HAGENERU



GROUND ROAR

Hagenuru's Ground Roar Attack will prevent your opponent from retreating. Useful if you're winning...

FACT

Hageneru's body has been pressurised under the ground and is harder than diamond.

STEEL ENERGY

SPECIAL ENERGY CARD

BONUS

This card is equivalent to one Steel Energy. When a Pokémon with this card attached is Attacked, the Damage inflicted is reduced by 10.

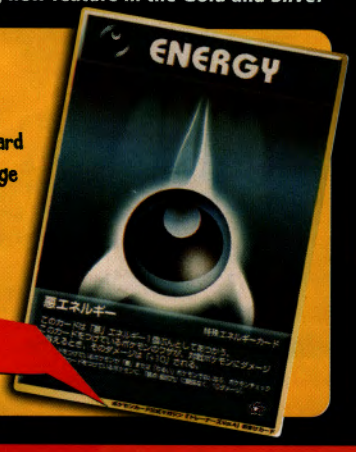
DARK ENERGY

Yamikarasu uses Dark and Colourless Energy to power its 20-point Attack, Assault. This Pokémon reflects an exciting new feature in the *Gold* and *Silver* Game Boy games, real-time progression from day to night during gameplay. Yamikarasu only comes out at night.

正賀巳

DARK ENERGY

This card is equivalent to one Dark Energy. When the Attack of a Pokémon with this card Damages the opposing Pokémon, the Damage is increased by 10 points. If the Pokémon with this card is not a Dark Pokémon, each Pokémon with this card will receive 10 Damage regardless of Weakness or Resistance. Dark Energy is a murky old world...



YAMIKARASU

This Pokémon is feared because it is rumoured that something unlucky will happen to the Trainer that spots Yamikarasu at night!

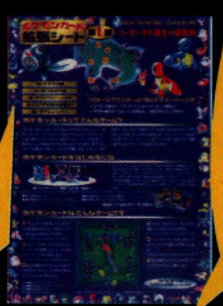
ASSAULT

If your opponent flees Yamikarasu during the next turn, 10 Damage is added regardless of Resistance.

1998

TEAM ROCKET EXPANSION SET
Released: 21/11/97

TEAM ROCKET GIFT PACK
Wow, is this cool or what?!
Released: 19/12/97



1ST EXPANSION SHEET (BLUE ISSUE)
Released: 23/3/98

1ST GYM LEADER SET featuring Brock and Misty.
Released: 26/4/98

2ND EXPANSION SHEET (RED ISSUE)
Released: 17/6/98

RULES IS RULES

When they do finally land in the UK, the new Neo cards are gong to confuse even the most experiences Pokémon Trading Card champion. There are more cards, with more rules attached and the new Attacks are rather nastier than the original Base sets...

寅迎春

THE DARK SIDE

The Neo set complicates the original WOTC Trading Card Game in several ways. Firstly, there is the addition of 100 new Pokémon.

In addition to the substantial new crop of Evolutions, there are two new types of Energy, Steel and Dark.

Finally, there's are a devious new range of Trainer cards. You see the new Trainer cards place limitations on how your opponents use Trainer Cards...

ポケモンカード neo ネオ

A NEW PAIR OF TRAINERS!

Expect lots of new gameplay possibilities thanks to new Neo Trainer cards. One of the new classes of card is Pokémon Tools, they allows an item to be attached to a Pokémon, bestowing it with extra powers.

TOOL UP

This Pokémon's Tool card works until your Pokémon is KO'd. You cannot attach two Pokémon's Tool cards to the same Pokémon.

NUTS!

Once attached, this card can remove up to two damage counters at once!

NEO NUT

NEO ECOLOGYM

ECO-WARRIOR!

This rather sneeky Trainer card has an extremely useful effect. When you are forced to discard an Energy card because of an opponent's Attack, Pokémon Power, or Trainer card, your Energy card will be magically returned to your hand. Ace!

STADIUM

Stadium Trainer cards are used from the Bench. When another Stadium card is played, this card will be discarded. The cards longevity is their strength.

TIMELINE CONTINUED

1999

2ND GYM LEADER SET featuring Lt. Surge and Erika. Released: 25/7/98

1ST POKÉMON GYM EXPANSION PACK 'Leader's Stadium'. Released: 24/10/98

3RD EXPANSION SHEET (GREEN ISSUE) Released: 24/11/98

POKÉMON QUICK START GIFT PACK Released: 5/12/98

3RD GYM LEADER EXPANSION SET featuring Sabrina and Blaine. Released: 26/2/99

GYM EXPANSION 'A Challenge in the Darkness'. Released: 25/6/99

COOL NEW CARDS

Every Trading Card Game player will love the new cards that this expansion set has to offer. Check out these other great cards! And roll on Easter 2001, we can't wait much longer! Life's just soooo unfair!

NEO
USOTSUKY (LIAR)

STRUGGLE
Usotsuky's Struggle Attack inflicts Damage equal to a mindboggling 10x the number of Damage Counters on the card. Let's just hope you don't have to get Usotsuky badly hurt before you get to do any real Damage.

NEO
OOTACHI

NEO
MOO-MOO MILK

ELECTRICAL SPARK
This is a good Attack to begin with. Flip a coin. If heads, add 10 Damage.

SMASHING GROUND
Flip 2 coins. The Smashing Ground Attack inflicts 30x the number of heads.

POWER
Choose one Pokémon on your Bench or in the Active position. Flip 2 coins. Remove the number of Damage Counters from the Pokémon equal to 2x the number of heads.

2000

SUMMER LIMITED EDITION
'Summer Island' cards.
Released: 17/7/99

MOVIE MEMORIAL SET
'Southern Island'.
Released: 17/7/99

CARD GAME INTRO PACK One for the little 'uns! Released: 30/7/99

POKÉMON COMMEMORATIVE NEO SET Coooooooo!!
Released: 10/12/99

POKÉMON NEO STARTER PACK
Released: 4/2/2000

1ST POKÉMON NEO CARD PACKS
Released: 4/2/2000

SEARCHING FOR A POKÉMON? ALL THE CARDS IN THE MAGAZINE ARE LISTED ALPHABETICALLY HERE...

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HAVE YOU CAUGHT 'EM ALL?

☑ Fill in these boxes until your collection is complete! And remember, to be a true Pokémaniac you have to catch 'em all – and have lots of money. It's not going to be easy, you know?

GAMEBOY POCKET COLOR ADVANCE

Planet Game Boy

KONG IS KING!

Donkey Kong Country - REVIEWED!

Plus, we go ape over Pokémon Gold and Silver, hang around with Lara Croft (It's a fully mapped solution!) and roll out a barrel of top reviews, hot previews and bananas tips. Put that in your stocking and smoke it.

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Planet Game Boy: too much of a good thing

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